

# THEY CAME FROM BENEATH THE SEA!



**QUIPS AND CINEMATICS CARDS**



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QUIP CARDS

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QUIP CARDS

If being right  
works when I  
go to bed... it  
still works at  
breakfast...

Vows, Defiance,  
and Tough Talk

I'll make my  
final move if  
it's the last  
thing I do...

Vows, Defiance,  
and Tough Talk

Like the math  
whiz said,  
count me in.

Vows, Defiance,  
and Tough Talk

It's time we  
taught them a  
little human  
know-how  
as well as  
some neat  
engineering  
tricks, also  
knot-tying...

Vows, Defiance,  
and Tough Talk

Just get this  
through your  
little hive  
mind...

Vows, Defiance,  
and Tough Talk

Sorry if I  
parted your  
scales too  
close...

Vows, Defiance,  
and Tough Talk

It's time we  
put the "I" in  
survival...

Vows, Defiance,  
and Tough Talk

We'll cross  
those T's when  
we come to  
them...

Vows, Defiance,  
and Tough Talk

I've spit in  
the eyes of  
hurricanes  
bigger than  
you...

Vows, Defiance,  
and Tough Talk

If you're going  
through me,  
you'll have to  
go through me  
to do it...

Vows, Defiance,  
and Tough Talk

I have one  
rule: If I can  
eat it, I can  
kill it...

Vows, Defiance,  
and Tough Talk

I don't know  
much about  
science or  
monsters  
but... I'm  
willing to  
learn...

Vows, Defiance,  
and Tough Talk

Just one  
question...  
Which  
garnish?

Vows, Defiance,  
and Tough Talk

I'd sooner  
wear commie  
clothes than  
give up my  
humanity...

Vows, Defiance,  
and Tough Talk

Mister, that  
won't buy you  
a half stick  
of gum at the  
Half Stick of  
Gum Store...

Vows, Defiance,  
and Tough Talk

Maybe I'm  
just not  
comfortable  
with the  
phrase  
"aquatic alien  
overlords."

Vows, Defiance,  
and Tough Talk

If I'd known  
you were  
coming I  
would've  
baked a  
sweetbread...

Vows, Defiance,  
and Tough Talk

I've smoked  
worse things  
in my pipe...

Vows, Defiance,  
and Tough Talk

Hope I didn't  
ruin your  
little fondue  
club reunion...

Vows, Defiance,  
and Tough Talk

Don't look now  
but my skirt  
just got a little  
longer...

Please Enjoy This  
Great Portent

I'm afraid this  
is something  
even the jaded  
face of science  
hasn't gazed  
upon...

Please Enjoy This  
Great Portent

Sometimes  
the solution  
is in front  
of us the  
whole time,  
laughing...

Please Enjoy This  
Great Portent

I don't think  
I've ever  
bargained  
with anything  
quite so  
hideous...

Please Enjoy This  
Great Portent

We're going to  
need a bigger  
intellect...

Please Enjoy This  
Great Portent

There's  
enough  
science in  
there to ice a  
cocktail...

Please Enjoy This  
Great Portent

Let's just  
say this is  
one deadly  
sea creature  
we won't be  
inviting home  
for dinner...

Please Enjoy This  
Great Portent

These things  
really put  
the hell in  
hellspawn...

Please Enjoy This  
Great Portent

We might  
as well be  
throwing  
cufflinks...

Please Enjoy This  
Great Portent

If the sun still  
gets up in  
the morning  
and has  
breakfast... so  
will we...

Please Enjoy This  
Great Portent

Some  
exchange  
recipes...  
others  
exchange  
minds...

Please Enjoy This  
Great Portent

If we don't...  
this could be  
the start of  
the beginning  
of the end...

Please Enjoy This  
Great Portent

It's time we all  
snapped our  
suspenders in  
unison...

Please Enjoy This  
Great Portent

Boy... you  
think you  
know an  
ocean...

Please Enjoy This  
Great Portent

Without an  
answer... we'll  
only have a lot  
of questions...

Please Enjoy This  
Great Portent

Something  
tells me  
those aren't  
antennae...

Please Enjoy This  
Great Portent

Correct me  
if I'm wrong  
but I think  
everything I  
ever feared is  
correct...

Please Enjoy This  
Great Portent

The term  
"ultimate  
aquatic  
horror" comes  
to mind about  
now...

Please Enjoy This  
Great Portent

If I didn't  
know  
better, I'd  
swear we're  
surrounded  
by monsters...

Please Enjoy This  
Great Portent

This isn't the  
pie I signed on  
to bake...

Quip Your  
Griping!

Wake me  
when the  
world is  
saved...

Quip Your  
Griping!

If it isn't one  
thing, it's  
another, and  
probably  
another after  
that...

Quip Your  
Griping!

Sometimes we  
learn the hard  
way, especially  
after we've  
already  
touched  
something  
gross...

Quip Your  
Griping!

I don't make  
the rules,  
I just test  
them...

Quip Your  
Griping!

We could sure  
use a good  
atom bomb  
right about  
now...

Quip Your  
Griping!

Remind me  
to stay home  
next time  
we're battling  
repulsive  
things...

Quip Your  
Griping!



This whole day's been stepping in one monkey pie after another!

Quip Your Griping!

Now I know how a sardine feels, except for the whole oily part...

Quip Your Griping!

And to think I had to skip marine biology...

Quip Your Griping!

If you're going to defeat a fish, you'd better start thinking like one...

Quip Your Griping!

If you're counting on a patsy, count me out...

Quip Your Griping!

You don't have the tartar sauce for something like this...

Quip Your Griping!

If we have another close one, would you mind taking it?

Quip Your Griping!

If I never see another terrifying sea thing, it'll be too soon...

Quip Your Griping!

I like drinking water alright, but fighting in it is something entirely different...

Quip Your Griping!

If you need  
me, I'll be in a  
dry, monster-  
free place...

Quip Your  
Griping!

Next time  
you're having  
a pool party...  
don't invite  
me...

Quip Your  
Griping!

That's one  
claw that  
will never  
click like a  
maraca...

Quip Your  
Griping!

I'd question  
my own  
sanity if it  
wasn't one of  
my favorite  
things...

Why So Glib?

I didn't know  
aliens came in  
disgusting...

Why So Glib?

Didn't expect  
to touch  
anything with  
fins when I  
left for work  
this morning!

Why So Glib?

I've seen  
some aquatic  
nightmares  
in my day but  
this takes the  
caviar...

Why So Glib?

I just find  
it hard to  
communicate  
with anything  
that's  
dangling...

Why So Glib?

Don't look  
now, but we've  
got dinner  
guests!

Why So Glib?

The bottom of  
my shoe has  
scarier things  
than this...

Why So Glib?

If I didn't  
believe my  
own eyes, I  
wouldn't be  
seeing this!

Why So Glib?

Not exactly  
what I had in  
mind when I  
said let's put  
our heads  
together...

Why So Glib?

It's almost  
enough to  
make you  
dislike giant  
bulbous eyes...

Why So Glib?

Never thought  
I'd be fighting  
underwater  
in a rented  
dinner jacket!

Why So Glib?

Not to be nosy,  
but... do those  
eyes belong to  
you?

Why So Glib?

When I look  
something  
in the face, I  
prefer it has a  
face!

Why So Glib?

If you're the  
dessert, can't  
wait to see the  
topping...

Why So Glib?

Can't miss it —  
just turn left  
at the next  
indescribable  
horror...

Why So Glib?

I don't know  
whether to  
fight it or have  
it for lunch!

Why So Glib?

Is this any  
way to run  
a subversive  
alien  
takeover?

Why So Glib?

These things  
really put the  
"F" in fish  
don't they?

Why So Glib?

Don't make  
me open a  
container  
of fisticuffs  
on your  
posterior...

Why So Glib?

How about  
some ham  
with those  
eggs?

And Before You  
Pull That Switch

And to  
think people  
laughed when  
I named my  
fists...

And Before You  
Pull That Switch

Let's slap  
tentacle...

And Before You  
Pull That Switch

Please, don't  
get up. Ever.

And Before You  
Pull That Switch

Sorry to  
throw a  
hairnet on  
your evil  
plans...

And Before You  
Pull That Switch

Don't kill us,  
we'll kill you...

And Before You  
Pull That Switch

Pardon me,  
but is this  
your fin?

And Before You  
Pull That Switch

I know white  
goes best with  
you... but I  
brought red...

And Before You  
Pull That Switch

Hold onto  
your bunsens,  
kids!

And Before You  
Pull That Switch

Time to cut  
some apron  
strings...

And Before You  
Pull That Switch

There's more  
than one  
way to skin a  
cephalopod...

And Before You  
Pull That Switch

Time to pay  
the organ  
grinder...

And Before You  
Pull That Switch

Glad I'm not in  
your webbed  
feet...

And Before You  
Pull That Switch

I'd like to stay,  
but I've got  
a date with  
the rest of my  
life...

And Before You  
Pull That Switch

Never did care  
for seafood...

And Before You  
Pull That Switch

Wave when  
you get to the  
explosion...

And Before You  
Pull That Switch

Hope you  
like smoke  
with your  
shrapnel...

And Before You  
Pull That Switch

Must be  
Friday!

And Before You  
Pull That Switch

You just  
don't have  
the tentacles  
needed.

And Before You  
Pull That Switch

Have you  
been monster-  
fighting long?

The Flirtation

If all  
opponents  
of undersea  
invasions  
look like you,  
count me in...

The Flirtation

We must  
compare  
encounters  
with the  
unknown  
sometime...

The Flirtation

Where have  
you been all  
my longevity?

The Flirtation

I know one  
figure I'd like  
to check...

The Flirtation

Careful,  
things  
might be  
overheating...

The Flirtation

There's no  
one I'd rather  
battle deadly  
creatures  
with...

The Flirtation

Well... the end  
of the world  
just got a little  
bit brighter...

The Flirtation

I've never  
been happier  
to be free of  
something's  
slimy grip...

The Flirtation

You know, you  
make those  
loathsome  
horrors look...  
even more  
loathsome...

The Flirtation

If we get  
through this,  
the sushi's on  
me...

The Flirtation

Well now...  
what oyster  
did you come  
out of?

The Flirtation

Underwater  
hell doesn't  
seem so bad...  
now...

The Flirtation

That's not the  
biology I had  
in mind...

The Flirtation

So... what are  
you doing  
after foiling  
an invasion?

The Flirtation

Alien  
takeover's no  
match... for  
the takeover  
of my heart...

The Flirtation

You know...  
you have  
just the right  
number of  
eyes...

The Flirtation

There's  
something  
about the  
smell of fish  
that just gets  
me going.

The Flirtation

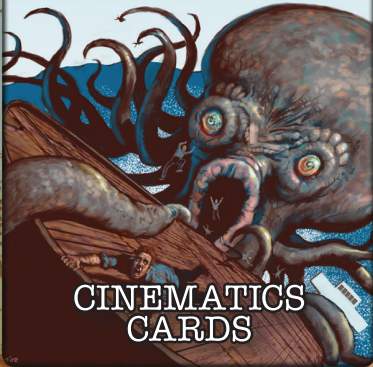
You remind  
me of all the  
things I love  
about my  
mother.

The Flirtation





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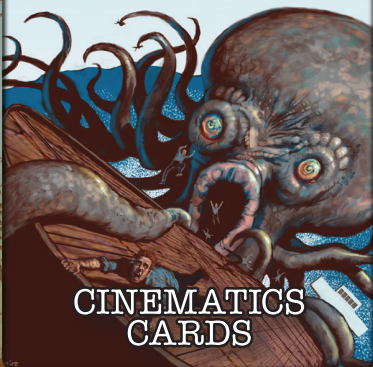
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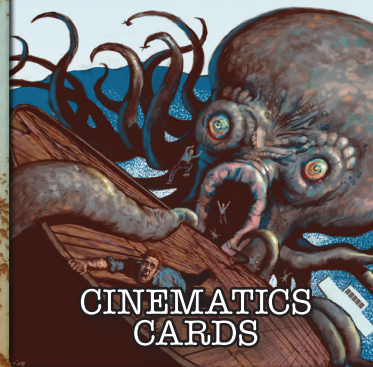
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CINEMATICS  
CARDS

## ALLY OF CONVENIENCE

**Cost:** 1 Rewrite

Any player whose character has the Encountered status can choose to make an alien creature into an ally for the scene's duration. They may use their unwitting alien ally to escape a particularly troublesome or perilous situation, open a door, undo a lock, operate an escape vehicle, or read a vital piece of text.

## BAD DUBBING

**Cost:** 1 Rewrite

Players with this Cinematic can activate it at an opportune time and the Director will then dub over the alien conversation in English for their benefit.

## CALL THE UNDERSTUDY!

**Cost:** 2 Rewrites

A player can use Call the Understudy at any point during the scene, but once she does, the understudy portrays her character until the scene ends. The player can then rearrange the character's Skills as she sees fit. Any time an Understudy suffers damage, she is incapacitated and removed from the scene. The actual actor shows up for the next scene unharmed.

## CHEAP SET

**Cost:** 1 Rewrite

A player with this Cinematic can, once per chapter, call upon some object or set piece to break or fail. A character might crash through a wall, pull a door off the hinges, shatter a car window with a single punch, or bend a metal (cardboard) bar with ease. Alternately, the character can target a device or prop in the hands of another character — a gun misfires, an evil device malfunctions, or a heavy extra falls through the floor.

## DELETED SCENE

**Cost:** 3 Rewrites

Once per story, the player with this Cinematic can declare a Deleted Scene. This allows the character to replay or add on to a scene that has already happened, in order to introduce a new element, set up a future advantage, or provide Enhancements to an action. The character using this Cinematic must have been present in the scene that they wish to replay, or make an appearance in some direct or indirect way in the now-expanded scene. For example, the scene might now include a phone call or cutaway to the character using the Cinematic.

## FAN FAVORITE: FAVORITE HERO

**Cost:** 2 Rewrites

When a character undergoes a Death Scene, the player can declare the character to be a Fan Favorite. The character's Death Scene continues as normal, but the character can return the next time Starring a Full Cast is invoked (typically during Wrap-Up), or during the next movie. If a character manages to undergo a Death Scene and then return to action during the same movie, Fan Favorite remains in effect for that character for the remainder of the movie and the character cannot enter another Death Scene. Her Health track cannot get any worse than That'll Leave a Scar.

## FAN FAVORITE: FAVORITE VILLAIN

**Cost:** 2 Rewrites

If the player designates a villain or a supporting character as a Fan Favorite, that villain will return in the sequel, regardless of what happens to him during this movie. The villain might die in an explosion (no body found means he's not really dead!), get sucked into a whirlpool, or be enveloped in Suspended slime and taken to the watery depths. If the player uses Fan Favorite in this way, every character immediately gains 2 Experience points.

## KILL THE EXTRA

**Cost:** 1 Rewrite

Players who choose this Cinematic start play with a supporting character attached to their own. A sidekick of sorts, who participates in their misadventures without being too closely involved with the party. However, should their character come into immediate danger of death, the star can activate their extra to take the hit.

## OMNISCIENT NARRATOR

**Cost:** 2 Rewrites

This Cinematic can only be invoked for one character per story. Once a character invokes it, they are the Narrator for the duration of the film. Narrators have the ability to describe what is happening on screen, and more, importantly, *why* it is happening. During narration, dialogue can still occur (though it isn't always audible to the audience), and the Director can have other players make rolls for their characters. Generally, though, if the Narrator says it, it happens. If the Director wants to change the Narration, they must add a point to the Writer's Pool and call for a Rewrite, telling the Narrator what needs to change in their last line.

## REAR SCREEN PROJECTION

**Cost:** 1 Rewrite

With this Cinematic, a character can declare any trip that might conceivably have a rear-screen projection “safe” – even if the characters are driving through hell. Any attacks that happen during such a trip disable or damage the vehicle, but not the passengers. The player can declare Rear Screen Projection to be in effect at any time during a travel sequence.

## SCENE MISSING

**Cost:** 3 Rewrites

A player with this Cinematic can use it, once per story, to get out of whatever sticky situation their character is currently in. The character and any other player-controlled characters in the scene cannot be harmed, killed, or otherwise made to suffer direct damage. The scene ends (and the appropriate title card flashes on-screen), and then the film resumes with the characters unharmed and in a new situation some time later.

## STARRING A FULL CAST: THE INTRODUCTION

**Cost:** 1 Rewrite

The first time all of the characters are together and interact with each other, the group can activate this Cinematic to add one Rewrite per character to the Writer’s Pool. This requires that every character has a chance to speak, that everyone is together and interacting (rather than everyone being the same physical space but paired off and cross-cutting between smaller groups), and that the group as a whole discusses some mutually relevant matter.

## STARRING A FULL CAST: LET’S ALL PITCH IN

**Cost:** 1 Rewrite

When all of the characters are together and confronted by the same complicated or problematic situation, they can work together to help solve it. This requires that the situation is a problem for all of them, though it doesn’t have to be a problem in the same way. Mechanically, one character acts as the primary actor in solving the problem, setting the dice pool. Everyone else rolls the same dice pool, contributing successes to the overall result. Each member of the group should describe (after rolling the dice!) how their character’s efforts help or impede the group effort.

## STARRING A FULL CAST: WRAP-UP

**Cost:** 1 Rewrite

When a story ends, the players can choose to employ this Cinematic. All surviving characters must be gathered together, and must discuss, in brief, their experiences during the story and how they have changed. The player is encouraged to display this in the portrayal of the character rather than simply telling the other players. At the end of the scene, each character gains one additional Experience point.

## SUMMON THE STUNTMAN

**Cost:** 2 Rewrites

A player with this Cinematic can, once per story, call in a stunt performer to undertake a physical action or a series of physical actions on their character’s behalf. The stunt performer isn’t being paid to act, and so cannot speak on camera. As such, their utility is limited to physical feats: running, jumping, swimming, driving, and fighting. Stunt performers can suffer horrific injury, but no wounds or damage transfer to the character.

## TAKE TWO!

**Cost:** 2 Rewrites

Sometimes it’s wise to shoot two different versions of a scene. Actors have chemistry that no one expected, prompting a slight reinterpretation of the lines. A stunt performer breaks a leg, requiring an action scene be scrapped. Whatever the justification, with this Cinematic, a player can require that scene be played twice, with potentially radically different results. This Cinematic can be used once per story. With this Cinematic, a character can start a scene over just as it ends.

## ‘T WAS BEAUTY DID SOMETHING TO THE BEAST

**Cost:** 1 Rewrite

Players with this Cinematic can activate it to initiate a romantic plot or subplot that, with the connivance of the Director, could alter the entire complexion of the conflict going forward. Or it might not. That depends on the motivations of the characters involved. Usually it involves aliens and involves slime.

## YOU DROPPED THIS

**Cost:** 2 Rewrites

Encountered characters for whom this Cinematic is played gain an alien artifact at start of play or over the course of play and will always, very conveniently, be furnished with the exact knowledge they need to utilize it. Perhaps the encounter itself imbues the character with the special alien energy needed to fire their weapons or activate their devices.

