

THEY CAME FROM BENEATH THE SEA!



QUIPS AND CINEMATICS 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

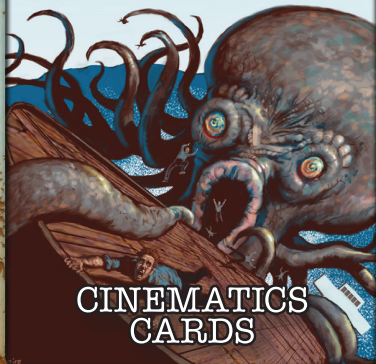
There's
something
about the
smell of fish
that just gets
me going.

The Flirtation

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

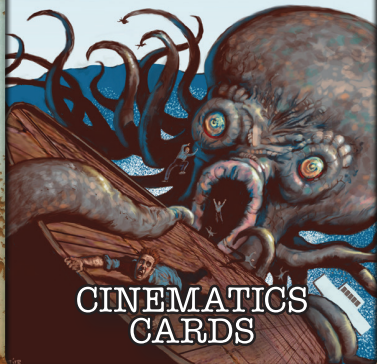
The Flirtation

THEY CAME FROM
BENEATH THE SEA!



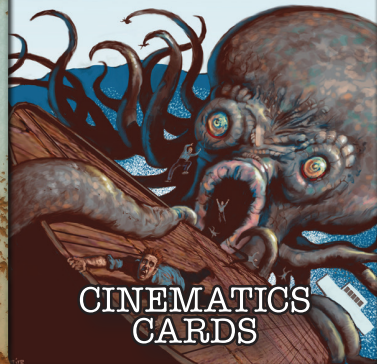
CINEMATICS
CARDS

THEY CAME FROM
BENEATH THE SEA!



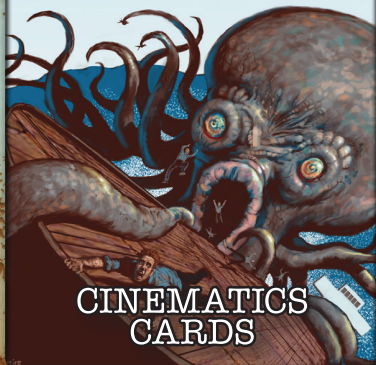
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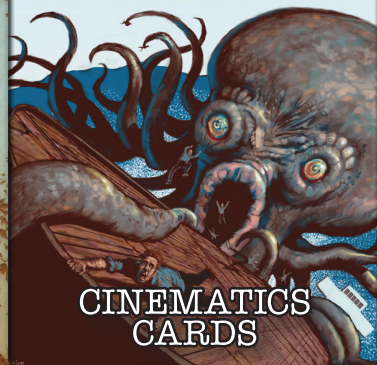
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CINEMATICS
CARDS

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 unhurt 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 sample 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.

