

**The following is an outline for a short 3-scenario game of Thalassophobia that was used to demo the game at Pixelpop Festival 2019. Please use it if the rules on their own feel overwhelming.**

Some basics:

1. Give the players a clue at the end of every battle. While they may find additional clues via searching around, do not skip over scenarios, just make sure they lead to the same location. If they roll for a reward and get a clue, give them a different item instead. This all means you always have three scenarios.
2. No monsters talk except The Suit.
3. Lead players a certain way, but don't force them. If they want to run away or explore somewhere else, let them. You should be able to use another scenario like "The Streets" or any of the storefronts if they wind up doing something like this.

Reductionist rulebook:

Instead of players reading the sections they normally would, we have to explain

- how combat works,
- who attacks first,
- how to use skills,
- how attacking/defending works,
- how team-ups work,
- Who rolls for items,
- how damage works.
- Ignore more complicated rules like giving up letters.

Location list

**Starters:**

Location	Cost	Recommended Scenario
Hospital	8 MP	<p>The PI and the Muckraker are investigating missing person cases at the hospital. The Doctor is making his rounds and the Mobster is looking into where his boys vanished to. In a room with (3) patients, there is <b>1x human</b> (cost 1) with (1) health <b>2x Puppets</b> (cost 3 each) with (4) health each.</p> <p>The two comatose patients closest to the door shake erratically and leave bloody stains on the beds as they thrash to the floor and scurry out of view, followed by the sounds of shredding fabric and metallic scraping on the floor.</p> <p><b>Clues:</b> If the human lives/is around the clue is about the suited man with the umbrella by the <b>docks</b>.</p> <p>If the human does not live, have someone watching from the outside that leads them to the <b>streets</b>.</p>
Waste Treatment Facility		<p>The Muckraker and the Doctor travel here to investigate the health standards of the facility. The Mobster owns the facility as a way to launder money. The PI has been hired by the local government to investigate the assets.</p> <p>3x Drowned Locust 1x Armored Mantis 1x Human engineer working the machines 1x Lost souls</p> <p><b>Clues:</b> <b>If the engineer lives he can tell you that fishing nets keep getting tangled up inside the machinery.</b></p> <p><b>If not, then the players can investigate the machinery themselves and choose to go to the docks or the beach or what have you.</b></p>
Betty's Diner		<p>All of the characters are coincidentally getting lunch at a local diner. It's weirdly empty except for a greasy waiter wearing a button that says, "I'd rather be fishing." who looks at them expectantly for their orders, but doesn't talk to them. Then there is a scream in the back. When the gang goes to investigate they see the Betty screaming at an AM knocking over</p>

		<p>the lobster tins and the waiter standing idly by.</p> <p>1x Armored Mantis 1x “Human” 1x Human</p> <p><b>Clues:</b> <b>If Betty lives she can tell the gang that the waiter started acting weird after he went to pick up some seafood from local fisherman by the Beach.</b></p> <p><b>If not, either use the waiter’s button as justification to head to the bait shop or just stroll around the town.</b></p>
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**Mid Fights:**

Location	Cost	Recommended Scenario
Docks	14 MP	<p>A giant figure in a trench coat (The AT) is dragging away a human, while a hunched over figure (The AM) is leading away a “human”.</p> <p>1x Armored Tendril 1x Armored Mantis 1x Vanished 1x Human 1x “Human”</p>
Streets	20 MP	<p>1x The Vanished 1x Lost souls 1x Humans 1x “Humans” 1x The Rain 1x Puppets</p>
Fishing Shoppe		<p>2x Drowned Locust 1x Armored Mantis 1x Armored Tendril 1x Human</p>
Beach		<p>1x The Rain 1x The Vanished 2x Drowned Locust 1x Puppets</p>

**Boss Fights:**

Location	Cost	Introduce that the Suit comes out with the other enemies, but is being guarded by their bodies.
Amusement Park	17 MP	Carousel Fun house rollercoaster  1x Human 2x drowned Locust 1x "Human" 1x Vanished 1x The Rain
Aquarium	21 MP	In a large wall sized tank, an ephemeral figure is draining the souls out of humans and pushing them into a tank that contains rows of drowned bodies. Every so often a fleshy tendril reaches out to drag a body down out of sight.  1x Mind Expunger which only does damage to sanity 1x Amalgam which can attack 1 player or all of them per turn. 1x Voice (R, S, T, L, N, E, A).
Boardwalk	23 MP	1x Voice (R, S, T, L, N, E, A). 2x Armored Tendrils 1x Amalgam 1x "Human"

**Clues**

Amusement Park	Aquarium	Boardwalk
Ride ticket	Pressed Penny	Arcade Token
Balloon	Torn Jumpsuit	Wristband
Amusement Park t shirt	Salt Water Taffy	Stuffed toy (game prize)
Stuffed octopus	Novelty Shark Hat	Hand Stamp
		Painted face