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Wayzel, Derty, and Scumme Talent
1418 Fishmonger Lane
Above the stalls in the back
Hollywood, California

08/08/12

Subject: Huge Opportunity

Bubula,

— Have I got the role for you. It's huge, spectacular, and a real stretch for your acting abilities.

You can't pass this one up.

The project is called Sentai Daikaijuu, which is foreigner for Make a Bucket Load of Money. The best part, it's overseas. They have so much faith in the project, they will be filming it in 3D.

Call me and I will set this up.

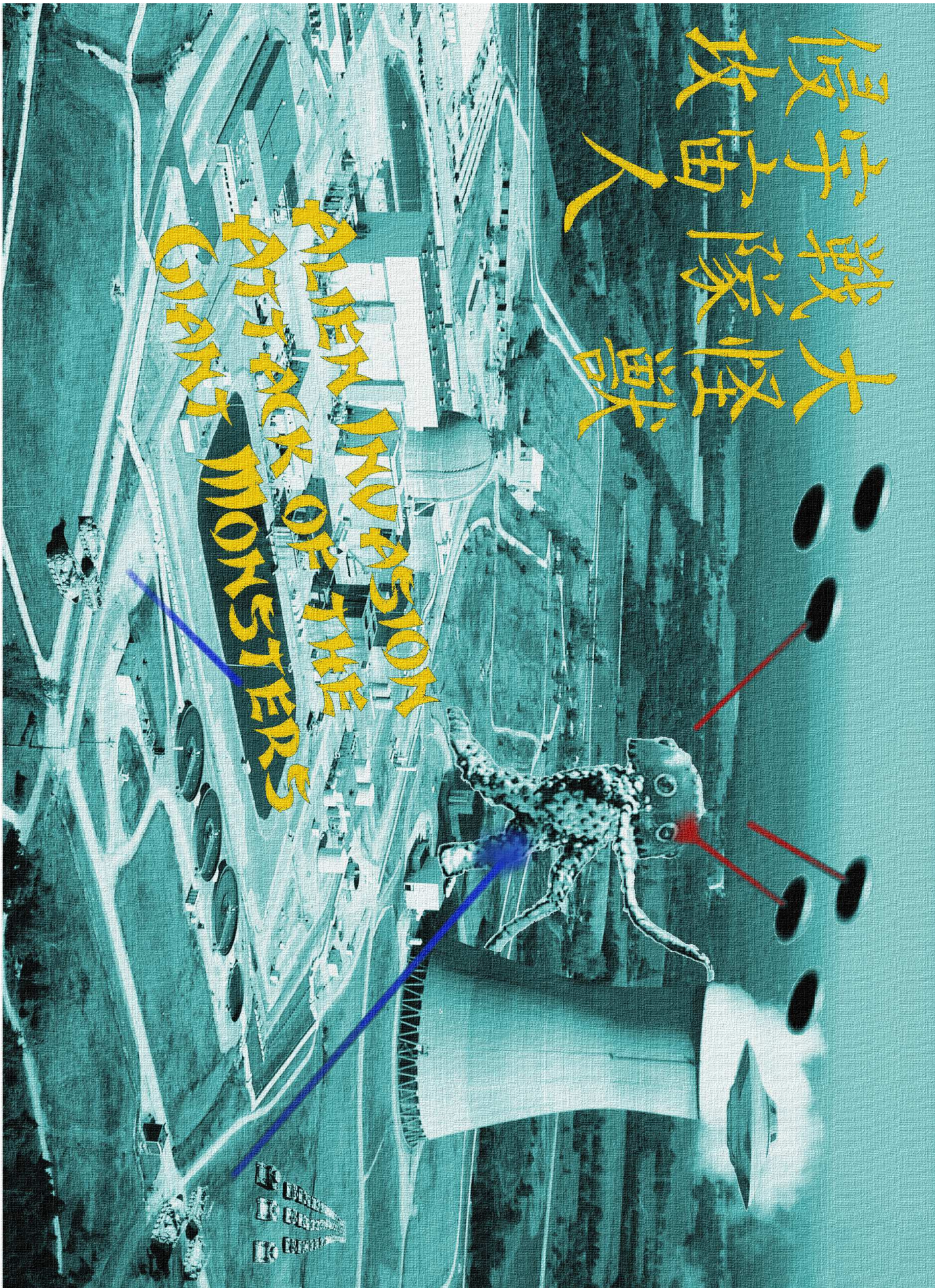
We'll do lunch,
Mortimer Wayzel

Wayzel Derty and Scumme

We
Define
Stars

大怪獣 戦隊宇宙 侵略人

ALIEN INVASION ATTACK OF THE GIANT MONSTERS



IT CAME FROM THE LATE, LATE, LATE SHOW

ACTOR CONTROL SHEET

Actor's Name: _____
 Height: _____ Weight: _____ Skin: _____ Eyes: _____ Hair: _____
 Typical Mode of Dress: _____
 Motivation: _____
 Personality: _____

BASIC ABILITIES: Roll 4d10 for each Basic Ability except SURVIVAL POINTS (SP). To generate SP, add together the BUILD and FAME scores. FAME increases by 1d10 after every Movie, and SP are then recomputed. At the start of a Movie, the Stunt Double SP are the same as your Actor's SP.

___ BUILD (BLD) ___ DEXTERITY (DEX) ___ BRAINS (BRN) ___ STUNT DOUBLE SP
 ___ LOOKS (LKS) ___ FAME ___ SURVIVAL PTS (SP)

TALENTS: 20 1d10 rolls in talents to start. Rolls may be placed in either Combat or Other Talents (The division is for convenience only). After each Movie the Actor appears in, he gets an additional 10 1d10 rolls in Talents. The Basic Ability in parentheses is added to the first roll made in a Talent.

Combat Talents

___ Unarmed Comb. (BLD)	___ Spear (DEX)	___ Throwing (DEX)	___
___ Knife (BLD)	___ Pistol (DEX)	___ Heavy Weapons (DEX)	___
___ Sword (BLD)	___ Rifle (DEX)	___ Artillery (BRN)	___
___ Club (BLD)	___ Automatic Rifle (DEX)	___ Strategic Weap. (BRN)	___
___ Bow (DEX)	___ Power Tools (BLD)	___	___

Other Talents

___ Acrobatics (DEX)	___ Construction (BLD)	___ Medicine (BRN)	___ Spaceships (DEX)
___ Acting (LKS)	___ Cooking (BRN)	___ Mental Map (BRN)	___ Sports (BLD)
___ Administration (BRN)	___ Driving (DEX)	___ Military Intell. (BLD)	___ Stealth (DEX)
___ Agriculture (BLD)	___ Electronics (DEX)	___ Motorcycles (DEX)	___ Streetwise (FAME)
___ Aircraft (DEX)	___ Etiquette (BRN)	___ Mount. Climb (DEX)	___ Surgery (DEX)
___ Alertness (BRN)	___ Explosives (BRN)	___ Music (DEX)	___ Swimming (BLD)
___ Ambidexterity (DEX)	___ First Aid (DEX)	___ Nuclear Physics (BRN)	___ Teaching (BRN)
___ An. Husbandry (BRN)	___ Fishing (BRN)	___ Occult Knowl. (BRN)	___ Time Sense (BRN)
___ An. Training (BRN)	___ Gambling (FAME)	___ Parachuting (DEX)	___ Tracking (BRN)
___ Archeology (BRN)	___ Geology (BRN)	___ Persuasion (FAME)	___ Traps & Tricks (DEX)
___ Astrology (BRN)	___ Heavy Equip. (DEX)	___ Photography (DEX)	___ Water Vehicles (DEX)
___ Astronomy (BRN)	___ History (BRN)	___ Plumbing (DEX)	___
___ Biochemistry (BRN)	___ Hunting (DEX)	___ Psychology (BRN)	___
___ Biology (BRN)	___ Intimidation (BLD)	___ Radio Tech. (DEX)	___
___ Bluffing (FAME)	___ Leadership (FAME)	___ Research (BRN)	___
___ Business (BRN)	___ Lip Reading (BRN)	___ Riding (DEX)	___
___ Carousing (BLD)	___ Locksmith (DEX)	___ Screaming (LKS)	___
___ Cheerleading (LKS)	___ Lying (BRN)	___ Sign Language (DEX)	___
___ Computers (BRN)	___ Mechanics (DEX)	___ Singing (BRN)	___

PROPS

WARDROBE

Permission is granted to copy the Actor Control Sheet to facilitate playing this game.

Build: Physical power and fitness

Dexterity: Manual dexterity and agility

Brains: Ability to reason and grasp new information

Looks: Physical attractiveness and appeal

Fame: Measure of experience and influence

Survival Points: Build + Fame

HTH: 1/5 BLD as hand to hand damage

Roll 4D10 for each basic Stat

TALENTS:

20 1D10 rolls during character generation. Add associated stat first time you add a D10

Talent Coaching: Actors may receive coaching in a skill at 20 at the the Directors discretion. This is a temporary score for the duration of the film.

Expert Talent Coaching: Actors may receive coaching and a temporary talent level of 50 depending on the film. If the actor is already trained in the talent with a higher level, the actor keeps her level.

Untalented Combat: If the actor has no skill in a talent, he may attempt to use it at his FAME/5

FRAME: 10 seconds of combat

TAKE: Sixty seconds (6 Frames)

REEL: One hour (60 Takes)

FRAME SEQUENCE:

- 1) Actors move, use talents, or other actions. Director records damage done to

monsters.

- 2) Extras and costars on the actor's side move etc.
- 3) Monsters move. Actors record damage received.
- 4) Extras and costars on the monster's side move.

TAKE (6 frames) : Refresh makeup. Regain 1d10 SP

At the end of each **REEL** regain 1 SP

MOVEMENT:

Running: 100 feet or DEX x 4 per FRAME up to BLD in TAKES

Jogging: 1/2 distance of running for BLD x 2 in TAKES

Walking: 25 feet per FRAME

Crawling: 10 feet per FRAME

Jumping: w/ run up = 1/2 BLD in feet
standing 1/4 BLD in feet
High jump 1/3 BLD in feet

MOVEMENT (cont)

Climb: 15 feet per FRAME

Dodge: equal to DEX

Parry: Dodge + 20

FIRST AID:

First Aid Skill: Restores 2d10 SP

Refresh Makeup: regain 1d10 after each TAKE

AT DEATHS DOOR

Actor is unconscious at zero or less SP

Actors lose 5 SP per REEL until treated w/ First Aid or is taken to a hospital when below 0 SP.

Actor is dead when SP equals negative of starting score.

Death Scene: Actor's may opt to take a DEATH SCENE instead of first aid to offer insights into the encounter or to soliloquize.

OTHER ACTIONS

Commercial Break: Suspension of the action in a move. Director can call one at any time. Actors may call one per TAKE. Commercial breaks last one minute real time.

Walk off the Set: Actor rolls versus FAME. If successful, Actor may negotiate w/ Director to alter current scene. If no agreement is met within five minutes, Actor returns to the set and may not be attacked for duration of the current TAKE

Stunt Double: Stunt double may be called at any time to take all damage for a FRAME. Once Stunt Double SP reaches zero or less, he is hauled off to the ICU and cannot be used for the rest of the Movie.

Film Break: Actor or Actor burn FAME in order to cause a break in the film. Roll less than burned FAME on 1D10. "MISSING SCENE" flashes on the screen and movie continues after the last encounter with everyone safe. Actors explain what happened during the MISSING SCENE

Soliloquy: Actor may attempt to deliver a monologue (dependent upon a successful use of a Talent) to inspire friends and allies.

Rehearsal: If an actor succeeds in a FAME roll, they may rehearse a scene. Opponents must take a +10 to their FX roll.

Non-Lethal Combat: Announced During attack. All damage is done normally except when the cast member is taken to zero or below they are knocked out for 1D10 TAKES. At the end of that time, cast member will have 1 SP and recover normally.

Surprise: Versus BRN or 25, whichever is higher

Terror: Versus FAME
Success – Actor may do as she wishes

Failure – roll D100

01-20 Faint dead away 2D10 FRAMES

21-40 Freeze in terror 1d10 FRAMES

41-60 Cover mouth w/ knuckles and scream until shaken or slapped

61-80 Gibber in fear and back away 1D10 FRAMES

81-00 Run away screaming 1D10 FRAMES.
Director determines direction

CAST PARTY:

Fame awarded by Director to Actors who:

- played according to his profile
- acted appropriately stupid
- devised novel methods to defeat monster or accomplish the goal
- sacrificed herself for the party and or humanity
- delivered a good DEATH SCENE / SOLILOQUY
- Actors get 10 1d10 rolls to add to TALENTS
- Actors get additional 1D10 to FAME

Daikaijuu Giant Monsters



Jellid	Skill	Jelly Fish
Tentacle Slash	Unarmed	10 + HTH
Electric Shock	Must hit /w slash	+20 each additional round following Slash
Bubbles of Confusion	Fame	Target is immobile until struck by successful attack



Lizardo	Skill	Frilled Lizard
Spit Acid	Throw	10. Does additional 10 for 3 rounds
Claw	Knife	10 + HTH
Tail Whip	Club	10



Balb	Skill	Pill Bug
Roll into Ball	None	Invulnerable
Shot Put	Artillery	30
Bite	Unarmed	5 + HTH



Manos	Skill	Giant Hand
Grapple	Unarmed	HTH + Entangle
Fist Punch	Unarmed	HTH + HTH
Use Weapons	30	Can use all weapons and throw at 30. Damage per weapon.



Starkor	Skill	Star Fish
Eye Beam	Rifle	20
Fly	Aircraft	300' per Frame
Grapple	Unarmed	HTH + Grapple



Condora	Skill	Buzzard
Flying	Aircraft	300' per frame
Razor Talons	Knife	10 + HTH
Razor Beak	Unarmed	20 + HTH



Bunnicula	Skill	Rabbit
Super Kick	Unarmed	20 + HTH
Super Speed	None	200' per Frame
Rabbit Punch	Unarmed	HTH x 4

Villains

Hippies: Scourge of the Sea			
Size	6'	Speed	100
Build	60	Brains	30
Fame	10	FX	60
Survival Points			240

Pot Breath	20
Patchouli Stench	20
Club (Protest Sign)	20

Space Ship			
Size	100' / 1'	Speed	100
Build	NA	Brains	20
Fame	10	FX	60
Survival Points			50

Flight	300' per frame
Disintegrator Ray	10

Mantsharkor			
Size	8'	Speed	50
Build	200	Brains	35
Fame	10	FX	60
Survival Points			300

Bite	20
Throwing	20
Claw	20

Armed Patrol			
Size	6'	Speed	100
Build	60	Brains	50
Fame	10	FX	60
Survival Points			240

Rifle	30
Disintegrator Ray	10

Alien Boss Monster			
Size	6'	Speed	100
Build	100	Brains	50
Fame	40	FX	70
Survival Points			200

Crush	50
Bite	50

Mecha Mantsharkor			
Size	10'	Speed	70
Build	400	Brains	20
Fame	10	FX	60
Survival Points			500

Bite	30
Throwing	30
Claw	30
Armour	10 reduction
Flying	100'

Locations: Jungle
Ship / Sea (Optional Scene)
Nuclear Facility
City
Country Side
Mother Ship (Optional Scene)

Scene 1: Jungle

Camera opens high above the jungle. Tropical birds can inexplicably be heard off in the distance. Shot tightens on trees trembling as loud thumps are heard. Growls and roars rise as the trees shake violently. Trunks shatter as a monstrosity large creature stumbles into the clearing. Resembling a cross between a hammerhead, seal, and mantis, it towers over the jungle canopy. Leans back with a roar, it charges a giant lizard like creature. Lizardo screeches and opens its frills, spitting a stream of acid at Mantsharkor. Mantsharkor dodges and knocks Lizardo a thousand feet back with a single blow of his flippered hands.

A gray ball strikes Mantsharkor in the back causing the beast to stumble forward. Balb unfolds to reveal itself as a giant pill bug. Mantsharkor spins rapidly, his mantis wings blowing Balb across the forest toward the ocean.

From the sea rise two other creatures, Starkor, the giant starfish with a single staring eye, shoots beams at Mantsharkor causing him to stumble back while Anenamia shoots spikes from its urchin like body. Mantsharkor screams again, his sonic waves visible in the brightly lit day causing huge waves to wash over Anenamia and Starkor. As the two kaiju flounder in the sea, the element they should be most comfortable in, a shadow crosses the scene.

Condora swoops down, her bald red head and shining beak aimed straight for Mantsharkor, the wires hardly visible as she attacks with vicious talons. Mantsharkor grabs her by her ungainly neck and throws her into the jungle on top of Lizardo, who is trying to return to the fight. As Mantsharkor closes for a finish, a white streak hits the giant square in the chest with two huge feet. Bunnacula, a giant rabbit creature with lashing kicks, attacks fiercely, pushing the shark creature back into the sea.

Several clear tendrils, not at all cling film like, shoot from the water to grab Mantsharkor. Jellid, a jelly fish on two legs and featured on the poster, sends a strong jolt of electricity into the beast. Mantsharkor squirms in pain and manages to twist inside the grip, biting the tendrils off with his massive teeth. Manos, looking a lot like a giant rubber hand, charges on four fingers to deliver a huge "head butt" which send Mantsharkor up the beach, literally giving his opponent the middle finger. As Mantsharkor regains his feet in the knee deep water, the other kaiju have gathered for a final show down.

Mantsharkor swells with rage and delivers a huge roar before lowering his head for a charge.

The camera pulls back as the titans engage in their final battle. A flying saucer crosses the frame and a bright flash follows. Screen dissolves to black as opening theme plays and credits roll.

Scene 2: Opening Scroll

Historical montage as credits roll. Shot of devastated landscape, the aftermath of a forest fire. Shot of frozen wasteland, mammoths stop motioning jerkily across the tundra. Shot of tribal village, then town. Two story dwellings fade as skyscrapers replace the shot. More fire. Stills of second world war flash across the screen. Music builds to crescendo as the final shot of a mushroom cloud fills the screen. Music moves to incidental and camera picks up at the familiar jungle from scene one.

Focus on a small camp in the jungle clearing where tropical birds can be heard. Camera pans across several white, canvas tents as actors emerge for the start of the new day.

Actors are part of expedition lead by Nobu Notmainacta. They wake at base camp in the jungle with Notmainacta preparing them for the day.

The expedition leader, Nobu Notmainacta, is an older gentleman of the oriental persuasion. He addresses the assembled actors.

"Today we will be focusing on the south ridge. I know that we have not been very lucky so far, but I feel that today is our lucky day. I should not have to remind everyone about the importance of this expedition. Nor should I have to remind any one about the dealing with the local natives. Let's pack up and get going."

The actors may either choose to play along at this point, or god forbid, actually ask why they are on the expedition and what they hope to find. It would not be amiss for them to ask about the natives, but really, that would be asking for too much.

--- *Expedition:*

Nobu Notmainacta formed this expedition in order to find the lost tribe of Red Herringa, a mystical people said to have inhabited the island of Big Smelly Bang Bang. The Red Herringa were said to have been highly advanced and Notmainacta is hoping to be able to recover evidence of their existence and maybe some artifacts.

The Red Herringa actually existed and still do. They are, in fact, aliens from another planet intent upon enslaving the human race. Since they arrived on the spaceship from the pre-credits scene, one has to wonder why they are just getting around to it now. This question is never answered and any actor who brings it up should be punished.

--- *Natives:*

The other natives that Notmainacta is referring to are barbarous cannibals who are inhabiting the island. This other than being primitive by Notmainacta's standards, this is pretty much all he knows about them.

They are actually quite friendly but easily offended. The biggest offense in their culture is the wearing of clothes. Unfortunately, this

is not an R rated film and the actors have not agreed to any nude scenes. At the very least, Notmainacta is a bit of a prude.

The day is sweltering and the local fauna has determined that you are the tastiest thing to have ever walked. You are sorely tempted to strip off some of the heavy hiking gear that Nobu has deemed appropriate. The cool breeze against your firm suntanned skin would feel luxurious. Surely no one would mind if you shed the vest or bared your midriff. No one? Well had to try.

Actors can make Dex check if you feel like tormenting them. Build rolls are also not out of the question. Bugs bites and bruises are good for a couple of SP and their make ups is smeared, of course. A failed Build roll could prompts a second Build check to see if the actor has contracted any sort of tropical disease / trots. This would require a successful medicine roll to cure. Who said shooting on location has to be fun?

When you are ready, make them roll a alertness check to see if they are aware of the ambush before they spring it.

The jungle falls quiet before erupting into shouts and yells as the natives come charging through the underbrush, spears and bows thrust about menacingly. If not for the carefully staged flora, you would see that each native is dressed only in war paint and are not very pleased to see you.

The actors can chose to fight or flee. The point here is to force them to stumble upon the discovery. If they fight, give them the opportunity to follow the natives. If they refuse to follow, kidnap Notmainacta and point out that he is the only one with the keys to the boat. If they have any sense, the actors will flee.

More Build and Dex checks as the actors crash through the underbrush. The natives never seem to get closer, nor are they particularly interested in engaging the actors other than a few half hearted arrows or spears flung in their general direction.

The Natives stop running, their cries of anger turning to cries of fear. They drop their weapons (and captives), turn, and flee. Notmainacta stumbles through the brush and cries out in excitement. "Over here, My god, what is it?"

Before you lies a cliff face and in the rock you can see the forms of eight gigantic creatures the likes of which have never been seen by man before. Well, civilized man. Okay, to be honest, you. Easily a hundred feet tall, the creatures look nearly fresh, their rubber like skin still squishy under your touch. "My god," cries Notmainacta, "I have never seen such a thing. Quick, we must take samples and return to the institute and study them."

It is up to the actors if they are content with just a few tissue samples or if they want to go whole hog and do some serious excavation. Remind them that there are radios back in the camp (and they did not really need the keys to the boat since they could have called in back up). In terms of game play, it does not matter. Through in a montage and cut to the next scene.

--- Optional Scene: Pirate attack

Camera pans overhead in a miniature shot. The jungle quickly gives way to beach and a rust bucket can be seen in the harbor. Camera closes for a close shot of the name of the vessel, the Sinking Kestrel.

Second camera focuses on the actors already aboard the ship, which looks nothing like the model, and obviously underway.

Notmainacta appears, "Captain says that the seas are starting to look rough. Will you please go below decks and make sure that the samples are secure?"

Let the actors split the party if they so desire. Those going below decks to check on the samples will discover signs of life. If they took the whole beast, the Kaiju can be seen to be moving ever so slightly as they re-animate. If only tissue samples were taken, the samples have grown to fill the containers and are even now oozing out. Let the actors attempt to contain the situation before sounding the alarm.

The ship's fire bells start ringing. As the actors rush on deck, they see sailors rushing about with rifles and fishing gaffs. The deck starts to heave as waves crash over the rail and a smaller vessel is spotted off port. It is a modern vessel, almost the same size as the Kestrel, and it appears to be on a collision course.

The actors can grab arms at this point and the captain shouts out to prepare to repel boarders.

Music can be heard blaring form the attacking vessel, Folk Music mixed with whale song. Camera focuses on the crew of the attacking ship showing bearded angry faces. As the camera pulls back, we can see long hair and vests as the pirates scream and yell, shaking long poles at the Kestrel. The camera pulls further back revealing signs at the ends of the poles with slogans like "Stop Whaling," "Meat is Murder," and "Down with the Establishment." As the camera continues its fallback, a banner snaps in the rising wind reading Green Peace. The chip continues on its collision course.

--- If the actors decide to attack, the hippies will retaliate with slogans, flowers, and molotovs. They will try to board and disable the vessel.

--- If the actors attempt to negotiate peacefully, the hippies will ask to come aboard to investigate.

--- If the actors only took samples, the hippies will apologize for the misunderstanding, share a bowl, and go peacefully on their way.

--- If the actors brought the whole monster, the hippies fly into a rage and try to free the oppressed creatures when they are

immediately eaten.

--- If the hippies board forcefully, see above. They will request that their fallen comrades be mulched in accordance to their beliefs.

Scene 3: The research facility that looks surprisingly like a Nuclear Reactor

Shot of nuclear facility near a thriving port in miniature as several RC vehicles pull up in front. Camera focuses on the actors who are working in a laboratory. Several microscopes are set up and there are a large number of projection screens showing cells dividing at a constant and rapid pace. There are several civil authorities standing around with rifles and white helmets trying to be unobtrusive.

Notmainacta arrives in a white lab coat followed by three dour business men. "As you can see, our find is quite astounding, Moreyensan. Think what we could do if we were to cross these wonderful genes with the common carrot. We could end world starvation." Moreyensan grunts and nods noncommittally. A flunky steps forward to whisper in his ear.

"And what of the other samples, the ones you retrieved from Monstrero Island?" Moreyensan grunts as his flunkies nod excitedly.

"I think I should let my colleagues explain," Notmainacta replies bowing to the actors.

The actors don't have a clue what to say, tough. Tell them to ad lib. Maybe they should have been asking questions before now. Let them shine. It's a good opportunity for them to earn some points in the Cast Party. If the actors want to give a little show and tell, let them know that:

--- Samples now fill several drums and are secured in a sealed vault under constant video surveillance if the businessmen would like to look at the monitor.

--- Creatures are showing signs of respiration and are secured with the strongest chains in a large under ground bunker and are under constant video surveillance if the businessmen would like to look at the monitor.

As the actors continue their discussion, the facility is plunged into darkness. Soon the emergency lighting kicks in and sirens start to blare. Gunshots and a weird zapping sound are heard followed by anguished screams. The guards charge from the room leaving the Actors alone with the three visitors.

Let the actors stew. Yes, the door can be secured. Barricades can be made from the tables. The only available weapons are scalpels, but there are plenty of objects for improvisation. The microscopes can be thrown, the Bunsen burners turned into flame throwers, and a couple of explosives can be made from the available chemicals.

The fighting draws closer. Two guards rush to the door before they are struck down by a weird green ray that burns away their flesh leaving only charred skeletons. Six green men burst through the door holding alien rifles and threaten the actors.

--- Actors can surrender in which case the aliens blow up the lab and we proceed to the next scene.

--- The actors can fight and lose in which case the aliens blow up the lab and we proceed to the next scene.

--- The actors fight and win when the three business men reveal themselves to be aliens and blow up the lab before we proceed to the next scene.

Actors that have "died" are revitalized in the next scene.

Scene 4: A big problem made smaller

Interior shot of monitors as lab starts to explode around the actors.

--- *If samples:*

The drums boil over as cells exposed to the sudden surge in radioactivity start to reproduce wildly. Soon an arm can be made out in the growing smoke as fire flickers in directly in front of the camera.

--- *If whole monsters:*

Smoke fills the under ground bunker as the kaiju start to rouse and tears at the chains, enlivened by the surge of radioactivity. As flames flicker directly in front of the camera, the sound of tearing metal can be heard.

Camera pulls to exterior of miniatures. Vehicles sit parked in front of the facility as trucks start to stream down the road. Small explosions can be seen as sirens wail in the background. Theme music starts to play, swelling as the ground starts heaving. A large explosion rips the facility apart and several "hands" are seen pushing their way out through the rubble. It looks as if the actors have perished in the fire and the movie is ending with the promise of a sequel.

The Kaiju soon stand tall amid the rubble and look confused, their movements jerky and uncontrolled, almost as if the minds controlling their bodies were not their own . . .

By this time the brighter of the actors should realize what is going on. The first one to get it has first dibs on the monsters. The rest can figure out how to divvy up the remainder. Let them use Fame if there are any conflicts. Not enough actors for the Kaiju? Oops, I guess a couple of the creatures didn't make it.

Let the actors stumble around for a bit and cause their own problems as they try to adjust to the new found bodies. Yes, they can communicate normally. If they really want to talk using pantomime, let them. Use their fame rolls to activate the special abilities.

Before they get too comfortable . . .

A wave of flying saucers stream from the sky shooting green sparks at the actors causing minor damage and mostly irritation.

As the actors start to prevail against the first wave in a glorious action packed sequence, send in the second.

A second wave soon replaces the first, but they seem to be carrying a large creature slung between the saucers on steel hawfers. It is Mantsharkor returned and apparently working for the aliens who have chosen just now to release him on an unsuspecting human race. Mantsharkor sees the actors and screams in glee, "Hey it's you guys. I've been waiting to kick your asses for the last thirty million years. You're going down." Mantsharkor twists out of the leads to plummet several hundred feet to the ground below, destroying two of the saucers in the process. Before he hits, he spreads his mantis wings and glides in for an attack.

Mantsharkor is working for the aliens and has been itching to sow chaos and destruction. He talks like a wrestler and attempts to make puns after every blow, belittling the actors as much as possible. He soon realizes that the other Kaiju are not who they once were and starts making comments about humans in general and how the aliens are going to take over the planet.

"Oooh, you're going to feel that in the morning. Or you would if there were going to be a morning."

"Is the monkey in pain? Pain for the monkey. Can't fight, can't keep his planet."

"Gonna make you ugly. And the boss gonna make all your apes chums uglier."

"Bleed little monkey and know that all your chimp friends are gonna die."

"Hope your species can breathe nuke juice, because that's what's gonna happen."

"You spew just like your reactors are gonna spew . . . radiation all over the landscape."

You get the picture. The aliens are planning to booby trap several sites in order to spread their mutagen across the landscape turning humanity into mindless slave mutants. Mantsharkor sees no problem spilling all of the plans in rather forced dialog. The actors should prevail in this fight. If it looks like they are starting to loose, fake some bad rolls or send in the National Guard who will do far more damage against Mantsharkor than they ever will against the actors.

"I am dedead," Mantsharkor cries as he slumps in defeat, crumpling in apparent agony. "But the boss will get his revenge. Even now his plans are reaching fruition at Kumho, Revelstoke, and Flamanville. You . . . will . . . nev . . . er . . . stop"
Mantsharkor dies at the feet of the actors.

Scene 5: Rampage

Miraculously the actors know where the three reactors are, but getting there will not be easy. At least one is in a heavily populated area. One is on an island, and the last is far from civilization in the mountains. Doesn't really matter which one is which as they are all stock locations and built on the same plan. Also, the national guard is now interested in their every move and will constantly harass them.

Camera follows actors as they tromp through the countryside. Following them are helicopters and tanks that do not seem to want to catch up. Jeeps follow closely behind the main column of armor. Camera cuts to a general standing in a bunker with the map of the region laid out, all three sites clearly marked, although it is never explained how they know where the actors will strike. Camera Zooms in on the first location and cuts through the map to the actual site.

Tanks are lined along the road and heavy power transmission lines stretch along either side. Model missile launchers trundle into position as the monsters approach. The order is given to fire and rockets stream from the models. The actors are under attack, sparks flying from multiple hits.

The actors can choose to engage or walk right past the national guard who are barely doing 1 point of damage per barrage per frame. There is an inexhaustible supply of tanks, military hardware always just out of range of the actors. For every column they are able to destroy, another column miraculously appears with the same stock footage.

The high tension wires require a Dex check to make it through or the actor takes 10 points of zap damage. A successful Build roll destroys the lines as does a successful use of a special ability. The wires will continue to do damage until destroyed. The suits do not offer much in terms of electrical insulation.

The site has 100 SP but is incapable of fighting back. Destroying the facility is pretty much pro forma representing little challenge.

The nuclear plant explodes in a shower of sparks as the troops run for their lives. Fortunately, the brave men and women in the power station manage to lock down the core before a melt down occurs.

The kaiju bask in the glory of their victory and absorb the radiation which heals them with a blue glow making them appear stronger.

They proceed to their next target, a heavily populated stretch.

The camera leaps to the second location and the exact same model is shown in the middle of a bustling city with RC trains running in front of it. The Guard are here also, as are the obligatory power lines. Again the camera cuts to the general in charge.

"Is the destroyer ray ready," asks the general.

"Yes sir. We are ready on the destroyer ray," replies a scientist type. "It should stop their cellular regeneration and allow our

weapons to take effect.”

“Is the Ice ray ready,” the general asks.

A second scientist responds, “The Ice ray is ready. It should freeze them in their tracks by dropping the ambient temperature to minus 30.”

“Good,” the general states. “Hopefully we will not have to use our ultimate weapon, the Big Bang Ray.”

Camera cuts back to the action as the actors approach. This time the tanks and the missile launchers are backed up to two giant ray machines looking more like satellite dishes than anything else. They all start to fire as the monsters enter the city.

The destroyer ray shoots red lightning at the actors and does no damage. Each actor struck by the ray now takes 3 points of damage per barrage in addition to the 10 points for the high voltage lines. The ray shoots once per Take (6 frames).

The freeze ray shoots blue sparks at the monsters and halve the movement rate in addition to causing 5 points of damage for frost. The ray shoots once per Take (6 frames). Neither ray are particularly robust (50 SP) or mobile and are easily destroyed. The effects last until the end of the encounter.

Actors have plenty of cover behind the skyscrapers and a ready source of ammunition. Dex and Build checks are required to navigate through the city to avoid or destroy the buildings. Camera will periodically jump to scenes of the populace on the ground dodging debris and running for their lives.

Again the actual facility falls easily (100SP with no defenses).

Once again the nuclear tower is reduced to rubble as the monsters take a victory roar and bask in the fallout.

Scene 6: Third facility

“Damn, the Destroyer ray and the Ice ray failed. We must deploy the Big Bang Ray,” the general shouts, pounding his fist upon the table.

“Not the Big Bang Ray. It has not been tested. Who knows the devastation that it might cause? Please, general, I ask that you reconsider.”

“What choice do I have? Send everything. We cannot let these monsters succeed.”

Camera cuts to the road leading up the mountain. Tanks, Jeeps, and missile launchers dot the landscape. Four Destroyer Rays and Freeze rays are lined up in the back and a ninth ray is wheeled into place. It is a long cylinder with many dishes glued along its length and looks mostly like a toy ray gun.

Helicopters and jets zoom along on wires as the actors approach. And yes, there is cat's cradle of high tension wires just waiting. As soon as the actors enter range, the Guard start firing and the Big Bang Ray starts its long cycle time.

See above for damage and tactics. As the actors wade through the hapless guardsmen, cut to the segments of the Big Bang Ray warming up.

The Big Bang Ray is humming loudly.

The Ray is starting to glow brightly.

The focusing lens is being cranked around into firing position.

Alarms ring as the Big Bang Ray prepares to unleash certain death.

Before the ray has a chance to fire, Flying saucers swoop in targeting kaiju and guardsman alike.

A humming sound fills the air followed by the electric zap of a Jacob's ladder. Green sparks shoot from the sky as the aliens join in the fight targeting the actors and the guardsmen alike. The tanks and missile launchers return fire, at least this is an enemy that seems to know when they have been hit.

Another wave of saucers stream from the sky and they seem to be towing something. . . a crate of some sort. They drop the crate beyond the range of the actors. Music rises with menace as the four sides of the crate fall away revealing Mecha Mantsharkor returned from the dead and looking for revenge.

With a metallic cry, Mecha Mantsharkor flexes his new body, which looks much like his old one with bits of plate steel, well aluminum, but it's supposed to look like steel, riveted to his anatomy. One eye has been replaced with a red (the color of evil) LED and one hand has pneumatic, since we are being honest, rubber, actuators.

By now it should be obvious what is expected. Bonus points to anyone who thinks to grab the Big Bang ray and use it as a gun. It is quite effective doing 70 points of damage before it explodes (causing 20 points).

When the Mecha Mantsharkor is defeated a giant spaceship similar to the one in the pre-credits scene appears.

Mecha Mantsharkor lies defeated again at your feet, his body bloody. As he gasps his last breath, you swear it sound like a laugh. More menacing music as a huge shadow blots out the land scape and the saucer from scene 1 appears in the sky to engage our heroes.

Depending on time, the actors can defeat the ship as kaiju or they can be hit by a de-monster ray at the last minute.

Wearily, the kaiju launch their final attack against the giant ship and it spins out of control, smoke and fire trailing from behind as it is wire guided to the nuclear facility where it crashes in a huge ball of fire and sparks.

Roll Credits

--- Optional scene 7 : The mother ship

A beam of light streams from the ruins of the nuclear power plant and strikes the kaiju who writhe in pain. The actors find themselves back in their own bodies and standing in front of the crashed spaceship that even now starts to hum with power as it starts to levitate. Before them lies an open passage to the bowels of the ship. As heroes, they must destroy the evil once and for all.

The passage through the vessel is pretty straight forward and the actors are fully refreshed in their new forms. They have no control over the monsters who are even now wandering off toward the sea, nor do they have any of the powers they have been using until now. They should be feeling weak and vulnerable. Hit them with an alien mook squad.

The heart of the vessels sits stage center, a cavernous space with a glowing pedestal that hums ominously. Alien controls line the wall, but all eyes are drawn to the rather large, red button on the console itself. A candy like button. A button of mystery and portent. A button that cries to be pushed.

As the actors approach their goal, a giant brain descends from the ceiling, ganglia snapping out at each of the actors. A booming voice fills the space, "You shall not defeat us. We are the victors." Red beams leap from the brain's eyes and a console explodes behind the actors.

Yep, another fight. This time against the alien leader.

The brain lays pulsating on the ground defeated and deflated. The actors approach the console and push the button. A voice chimes over the loud speaker, "Self destruct in twenty Kailup. Self destruct in twenty kailup. That is roughly twenty earth minutes. All hands evacuate the ship."

A door opens next to the actors revealing an escape pod. As the pod leaves the ship, the camera pulls back showing the mother ship high in earth orbit. As the pod reenters the atmosphere, the ship explodes into a billion tiny sparks. A few of those sparks may also be escape pods, but surely that is just the actor's imagination.

Humanity is saved . . . until the sequel.