



### Allison Farm

### Allison Farm

### Crop Circle

### Crop Circle

1

LOCATION

0

Groversville. Out-of-town.

**Forced** – On entry Test (3). If you fail, return to previous location.

➔ Connect a random set-aside Crop Circle location to this location. Limit once for this location. It takes 1 action to travel to the Crop Circle.

LOCATION

Groversville. Out-of-town.

*According to Scott's notes, Margeret Allison filed a complaint with Groversville PD that two of her goats had been found dead and vivisected after strange lights in the sky the night before.*

4

LOCATION

Anomalous.

While at this location, **Non-Terrestrial** enemies gain +2.

It requires 1 action to return to this location's connected Farm.

*As you enter the circle your head starts to hurt, and electrical equipment starts malfunctioning within its perimeter.*

1

LOCATION

*The farmer directs you to one of their fields, where a strangely disturbed area can be seen.*



## Crop Circle

4 LOCATION 1

*Anomalous.*

While at this location, **Non-Terrestrial** enemies gain +2.

It requires 1 action to return to this location's connected Farm.

*As you enter the circle your head starts to hurt, and electrical equipment starts malfunctioning within its perimeter.*

19/30 88

## Crop Circle

LOCATION

*The farmer directs you to one of their fields, where a strangely disturbed area can be seen.*

88

## Crop Circle

2 LOCATION 1

*Prosaic.*

It requires 1 action to return to this location's connected Farm.

*On closer examination, it is obvious that this is the landing trace of some kind of helicopter.*

22/30 89

## Crop Circle

LOCATION

*The farmer directs you to one of their fields, where a strangely disturbed area can be seen.*

89



## Crop Circle



LOCATION

*Prosaic.*

It requires 1 action to return to this location's connected Farm.

*On closer examination, it is obvious that this is the landing trace of some kind of helicopter.*

21/30 89

## Crop Circle



LOCATION

*The farmer directs you to one of their fields, where a strangely disturbed area can be seen.*

90

## Green Box



LOCATION

*Green Box. Out of Town.*

➡: Reveal a chaos token. If a ☠, ⚠, ⚡, or ☄ symbol is revealed, search the Green Box deck for the first card with that symbol and draw it. Then shuffle and replace the remaining cards beneath this location. If the drawn card is not usable due to deckbuilding restrictions, it may still be committed to tests.

23/30 90

## Green Box



LOCATION

*Green Box. Out of Town.*

*This innocuous looking storage unit opens with the combination provided by Agent Derringer. Inside it is piled high with various ephemera. Perhaps you can find something useful?*

90





## Gum Farm

## Gum Farm

## Owens Farm

## Owens Farm

LOCATION

LOCATION

LOCATION

LOCATION

Groversville. Out-of-town.

Groversville. Out-of-town.

Groversville. Out-of-town.

Groversville. Out-of-town.

**Forced** – On entry Test ♣ (3). If you fail, return to previous location.

➡ Connect a random set-aside Crop Circle location to this location. Limit once for this location. It takes 1 action to travel to the Crop Circle.

*One of Robert Gum's cows has had an udder removed. Yet when calves suckle, an udder forms and gives milk. Several other cows have been modified in similar fashion. What is the purpose behind these alterations?*

**Forced** – On entry: Test ♣ (3). If you fail, place 1 clue on this location, if able.

➡ Attach a random set-aside Crop Circle location to this location. It takes 1 action to travel to the Crop Circle.

*Jeff Owens has lost a dozen cows over the past six months. He is facing bankruptcy and is desperate for answers.*



## Endgame

### An alien lab of horrors.

You locate an open second story hatch and scramble up amidst the rafters. From your hiding spot, you view a macabre laboratory. A small Grey alien being operates living machinery, overseen by winged, crab-like creatures. A partially dissected human hangs from silvery cables, while a huge tank seems to throb and pulse with the horrid, alien life within.

If you “ate at Merle’s Country Bunker” advance Act 4a A Negotiated Solution. Otherwise, continue below.

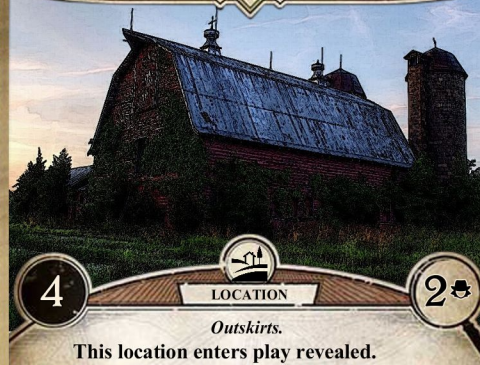
### This ends one way.

The Mi-Go pause, their bizarre brain-like heads pulsing in different colours. You don’t know how, but you get the sense that they have detected you in your hiding spot. It seems you have few options left. The incursion must be eliminated.

Advance Act 5a The Enemy Revealed.

STORY

## Abandoned Barn





4

LOCATION

2

Outskirts.

**This location enters play revealed.**

You may use either  or  to investigate this location.

**Forced** – When this location is fully investigated, flip this card.

17/30 86

## The Source

### The heart of the problem.

The reservoir is mentioned by several townspeople, as well as Scott’s notes, as a meeting place for the local youth. Several discarded beer cans around the parking area seem to bear this out.

You spray the detection solution on the surface of the water, which turns the deepest, darkest purple you have seen yet. You pour half the bottle in and it billows out into a spreading dark purple cloud. It seems you have identified the source of the bio-contamination in town.

➤: **Resign.** “We need to quarantine this town.” You call the CDC, who move in rapidly and place Groversville under quarantine. (→R2)

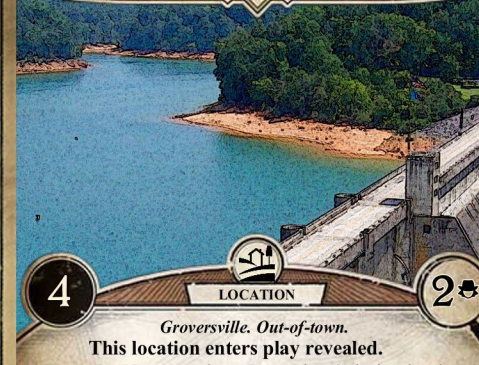
### “We need to discover who’s behind this.”

You decide to continue your investigation, to hopefully find out who, or what, is ultimately behind the situation in Groversville.

Flip this card back.

STORY

## The Reservoir



4

LOCATION

2

Groversville. Out-of-town.

**This location enters play revealed.**

**Forced** – You must have Detection Solution in play to investigate this location. You are not required to use Detection Solution’s ability to investigate.

**Forced** – When this location is fully investigated, flip this card.

Victory 1.

26/30 93