

Act 1a

Groversville

You arrive in Groversville and check into "Merle's Shut-eye Motel". There's a strange atmosphere in town you can't quite put your finger on. People act friendly, but everyone seems to be a little nervous about something. Groversville is a small town, mostly centred around Main Street. You decide to do this the old fashioned way – hit the streets and start talking to people.

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1/30



Act 2a

"The UFO Guy"

Your investigations around town have lead you back to where you started – Merle's Shut-Eye Motel. You decide to head back and see what you can discover in Scott Adams' room. It might be your imagination, but you feel as if you are being watched.

Advance this Act after the events of **Merle's Shut-Eye Motel – Scott's Room** have been resolved.

2/30



ACT 1b

The Next Lead

Various people in town and in local businesses have mentioned someone else that was asking questions. Some of them just mention "that UFO guy", but one of them kept a business card. It belongs to "Scott Adams – UFOlogist". You hear that he was known to be staying at Merle's Shut-eye motel – his room is likely not far from your own. Scott's room seems to be the next logical place to look for answers.

Place the set-aside **Merle's Shut-Eye Motel – Scott's Room** in play.

ACT 2b

Unexpected Assistance

The remains of the creature disappear down the drain. Glancing back at Scott's corpse, it is obvious that something more than a few lights in the sky is happening in this town.

Returning to the motel lobby, you are surprised to see Agent James Derringer. He indicates several brown cardboard boxes. "I have something for you," he says.

- ◆ Put set-aside **Out-of-town** locations into play.
- ◆ Move all investigators to **Merle's Shut-Eye Motel - Front Desk**. Place set-aside **FBI** assets underneath it.
- ◆ Agent James Derringer gains ► Parley: Test (4). If you succeed, take control of Agent James Derringer.
- ◆ The lead investigator chooses an investigator to take control of Detection Solution.

Act 3a

Closing In...

Grabbing a local map from the motel reception, you mark off the location of several outlying farms as well as the reservoir. Scott Adams was very interested in these locations, so you decide that you should be, too.

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3/30



Act 4a

A Negotiated Solution

The sun is starting to set by the time you locate the old abandoned barn. The door is barred and padlocked, but between the boards you can glimpse strange flickering lights within. There has to be a way to see what's going on inside.

This act is advanced by fully exploring the **Abandoned Barn**.

1/1



ACT 3b

...On The Truth

Between the signs in the fields, and some strange alterations to cattle, goats and other animals, it seems you are closing in on the source of the strangeness in Groversville.

Triangulating the activity, along with some unusual sightings of your own, you narrow down the location. Several farmers confirm an old abandoned barn in the vicinity.

Put the Abandoned Barn into play.

ACT 4b

Endgame

Out of the frying pan...

The mi-go detect substantial quantities of protomatter in your body. They offer you the chance to leave peacefully. "We finish now," they intone in their weird, buzzing voices. "You leave. We leave."

You leave the macabre scene behind you, intending to call the police, the army, whoever you can as soon as you get out of this town.

As you are walking away, you become vaguely aware of a muted helicopter sound nearby, as a squad of black-clad special operators closes in. "No witnesses," their leader shouts, as they raise their weapons toward you...

Search the set-aside cards and spawn NRO Delta Team at the Abandoned Barn.

◆ If you defeat NRO Delta Team (→R3a).

◆ If NRO Delta Team defeats you (→R3b).

Act 4a

The Enemy Revealed

The sun is starting to set by the time you locate the old abandoned barn. The door is barred and padlocked, but between the boards you can glimpse strange flickering lights within. There has to be a way to see what's going on inside.

This act is advanced by fully investigating the **Abandoned Barn**.

1/1



Act 5a

Aftermath

The alien creatures - scientists? - lie dead amidst their unholy works. You pause for breath, only to hear a creaking sound behind you. Hesitantly you turn to look. The alien tank, damaged during the fight, is breaking apart. With a final crash, it explodes, depositing a huge mass of squirming, ropy flesh on to the floor. As you watch in horror, the thing forms a huge milky eye, which rolls in your direction.

Advance immediately to Act 5b.

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ACT 4b

To Fight The Mi-Go

This blasphemy can't be allowed to continue.

You steel yourself and decide, win or lose, that you have to try to destroy this horrific experiment. You drop from your hiding spot into the midst of the alien scientists.

Search remaining set-aside cards, the encounter deck and encounter discard pile. Spawn 1 Grey, 1 Mi-Go Warrior and 1 Mi-Go Scientist at this location.

❖ If you are defeated (→R1).

❖ If all **Non-terrestrial** enemies are defeated, advance to Act 5a Aftermath.

ACT 5b

One Final Horror

Can we even kill this... thing?

The bubbling mass of metamorphic flesh rolls toward you, swelling and expanding as it comes. Faces bubble to the surface and are re-absorbed, as countless mouths babble nonsensical gibbering moans. Squirming pseudopodia lash toward you as the thing slides purposefully towards you.

Spawn the set-aside Spawn of Ubbo-Sathla.

Spawn of Ubbo-Sathla requires ►►► to evade. If you do, you *may* run for your life (→R4a).

If you defeat Spawn of Ubbo-Sathla (→R4b).

If you are defeated (→R1).