

## Ready on set - score board

[illegible]



## Editing score board

What	Point
Unfinished scenes (-2 each)	
Veto card used (-1 each)	
Under 5 scenes (-3)	
5-10 scener (+3)	
Over 10 scener (-3)	
Every Focus point present (+3)	
For each Focus point missing (-1 each)	
Only one Focus point (+10)	
Own evaluation(-3 - +3)	
Edit score (all point added)	

## Film score

Scene score \_\_\_\_ + Edit score \_\_\_\_ = Film score \_\_\_\_

## Expressions often used on a film set

Denise is very concerned that the correct expressions are used on the film set, and since she thinks English sounds cooler than Danish (she is Danish and the scenario was originally written in Danish), she has made a list of the most common expressions used and their meanings.

Both you as the game master and each player have this list (this page is for the game master)

1. **"Action!"** - means it's time to start filming
2. **"Cut!"** - means that filming has stopped
3. **"Rolling!"** - means that the camera has started recording
4. **"Sound speed!"** - confirms that the sound is set to the correct speed
5. **"Background action!"** - instructs the actors in the background to start their action
6. **"Mark it!"** - instructs the actor to mark their position so they can start from there in the next take
7. **"Reset!"** - means that all actors and people on set must return to their original positions
8. **"Check the gate!"** - means that someone should check the camera gate to ensure that it is open and not damaged
9. **"Quiet on the set!"** - asks everyone to be quiet so that filming can take place without disruption
10. **"Lights, camera, action!"** - a traditional way to start filming, reminding everyone that the lights are on, the camera is ready, and it's time to start the action
11. **"We'll fix it in post"** - this is when something needs to be done in post-production because it cannot be done otherwise or we do not have time to redo it on set.
12. **"It's a wrap!"** - When the last planned shot of the film has been filmed and it's time to celebrate that filming is over. Later, extra shots, known as pick-up shots, may be filmed.

## Cheat sheet: Help explaining the scenario

1. Welcome
  - a. Bid the the players welcome
  - b. Give a brief "fake" introduction to the scenario
2. The prologue
  - a. Hand out the film characters and name tags
  - b. Explain the rules; they are not that important if they ask
  - c. Talk about the safety mechanic and boundaries
  - d. Ask players to describe characters
  - e. Play the prologue
3. The Introduction
  - a. Explain the concept of the scenario
  - b. Briefly mention the First, Second and Third Act as well as the Epilogue and that they will be explained later
  - c. Read the background story
  - d. Assign the actors + Cheat sheet: How to play the acts (the acting ribbon will be explained)
  - e. Lay out the "I'm in my trailer" and "Ready for filming" scenes, as well as the "I'm in my trailer" timeline
  - f. Hand out Director Denise Fehmerling + a list of film expressions + new name tags
  - g. Ask the players to write the focus point on the name tag (it will be explained in a moment)
  - h. Re-calibrate boundaries
  - i. Ask players to describe the new characters and Peter
4. First Act
  - a. Explain how the two types of scenes work and how to choose them
  - b. Explain the focus points
  - c. Explain the acting ribbons and hand out a Gold, a White and a Red ribbon to each player
  - d. Play the first act
  - e. Make an ongoing assessment of the scenes
5. Act Two
  - a. Remove all non-played "Ready on set!"
  - b. Distribute Veto Cards to the players
  - c. Explain Act Two
  - d. Play Act Two
  - e. Evaluate the editing
6. Act Three
  - a. Hand out press cards to the players
  - b. Explain the third act
  - c. Play Act Three
7. The Epilogue
  - a. Find the film score by adding the scene score and the edit score together
  - b. Read the section corresponding to the film score
  - c. Smile mischievously at the players ;-)

# Cheat sheet

## Quick overview

### Estimated time

Welcome: 5 min.  
Prologue incl. reading: 30 min.  
Intro incl. reading: 25 min.  
First act incl. explanation: 90 min.  
Second act incl. explanation: 20 min.  
Third act incl. explanation: 15 min.  
Epilogue: 5 min.  
Total: 3 hours and 10 minutes,  
excluding breaks.

### Who should play what?

You can either assign the characters randomly or ask the players what they like to play and see if it suits any of the actors.

Alternatively, you can mention what a player can expect from their characters. Note that this is what they can expect from the actors, even though it is the film characters that are assigned and mentioned below.

**Henry** is given to a player who wants to play a slightly know-it-all character.

**Susan** is given to a player who wants to play a slightly insecure role.

**Fritz** is given to a player who wants to play an ambitious but slightly arrogant role.

**Boris** is given to a player who wants to play a role that doesn't quite know what he's doing.

**Jessica** is given to a player who is quite determined but does not always get what she wants.

Here is an overview of which player gets which actor:

The player who plays Henry  
- gets the actor Bjørn  
The player playing Boris  
- gets the actor Kristian  
The player playing Susan  
- gets the actor Laura  
The actor who plays Jessica  
- gets the actor Sidsel  
The actor who plays Frits  
- gets the actor Jesper **AND**  
- the film character Peter

### The film's plot

The six main characters wake up in a basement and are either chained to the wall or the floor. Suddenly, water floods into the basement, which slowly fills up. However, the main characters manage to escape at the last minute. They end up on a field with the rain pouring down, where they see a mansion lit up by lightning in the sky. They seek shelter in the mansion, but the large front door slams shut behind them and they cannot get out. It soon becomes apparent that something is very wrong; things in the house come to life and one of the characters is beheaded by a living suit of armour.

The remaining characters must defend themselves and flee. The attacks subside, and they have time to explore the house. They discover that a demon has possessed the house, and they must try to exorcise it. During the attempt, one of the characters becomes possessed and the house catches fire. They discover that the only way to escape is by using a rocket in the attic. But there is not enough room for everyone, so some sacrifice themselves and some are killed by the others.

Just as the last ones are about to flee, they discover that it is a hidden camera and that it has all been special effects and no one has died. As the film ends and the people leave the film set, the director looks mischievously into the camera with a smile on her lips and shrugs. Because... was it just only a movie?



### Medierne og hvem der spørger hvem

De fem medier har navne som er kraftigt inspireret af virkelighedens danske medier.

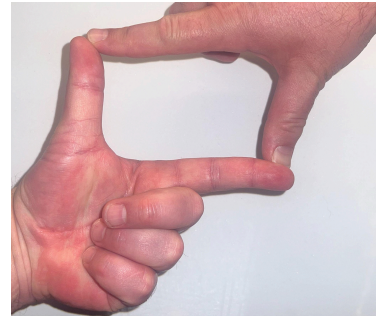
Xtra Bladet (spilles af Bjørn)  
- spørger Kristian og Sidsel  
Tit og Lyt (spilles af Laura)  
- spørger Jesper og Sidsel  
Polimiken (spilles af Jesper)  
- spørger Bjørn og Laura  
Echo (spilles af Kristian)  
- spørger Jesper og Bjørn  
De Unge (spilles af Sidsel)  
- spørger Laura og Kristian

# Cheat sheet

## How to play the acts

### First act - The film is being shot

- A player who did not choose the previous scene chooses a scene (or takes it from the Upcoming scenes area)
  - The player reads the scene aloud or explains it in their own words
    - "Ready on set!"
      - The player states Denise's current focus point
      - The player can ask the game master to be the camera operator or can do it themselves (see picture) if and when there needs to be a camera
      - If and when the game master is not the camera, the game master can be props and special effects
      - The scene begins with Denise explaining what will happen in the scene, how it will end, and what she wants from the scene.
      - Denise chooses which characters are in the scene
        - Players with characters that were not chosen can choose to have the actors try to get their characters into the scene, either to Denise's great delight or dismay
        - The player playing Denise may play her actor in the scene if it is important to the scene, but this should be avoided as far as possible
      - The scene ends when Denise shouts "cut" AND is satisfied, or when the production manager stops it
      - The game master marks the focus point on the scene card and it is added to the other "Ready on set!" scenes.
    - "I am in my trailer!"
      - The player chooses which actor(s) will start in the scene
        - Other actors may enter later
        - The player can choose a player or the game master to play Denise
      - The player chooses when the scene takes place chronologically in relation to the already played "I am my trailer!" scenes
      - The player chooses how the scene should end if it does not already have an ending
      - Play the scene
      - The scene ends when the scene reaches its end or when the production manager stops it
      - The scene card is moved to the "I am my trailer!" timeline so that it fits chronologically with the player's choice
  - The scenes can be selected on a running basis and are placed in the "Upcoming scenes" area and played in the order in which they were selected. The scene must still not be the previous player's scene
    - If agreed, the players can swap the order around as they wish



### Act II - Editing

- All the "I'm in my trailer" scenes played must be put in order so that they form the plot of the film
  - As Denise, the players must agree on which scenes to use and in what order
  - If they cannot agree, each player has a Veto Card that they can use on a scene with their focus point
  - Once they have agreed on the order, the editing is locked and cannot be changed
  - The film's plot is retold and any gaps between each scene are "filled in" very briefly by the player whose focus point belongs to the next scene.

### Act III - The premiere on the red carpet

- The players must interview each other as actors and journalists
  - The players each receive a press card stating which media outlet they belong to and which actors the journalist has to interview
  - The journalist may ask one question to two or three actors (three questions in total, as an actor may be asked twice)
  - The journalist asks all three questions before the next journalist
  - However, a journalist may interrupt with a follow up question and thus use one of their questions if the actor is on the journalist's list
  - Once all 15 questions have been asked, journalists and actors may ask and answer questions as much as they wish. However, this is limited to a maximum of 10-15 seconds.

# Cheat sheet

## Call of Cthulhu extreme quick rules

This isn't really necessary to play "The House That Got Wet", but if any of the players have questions about the system, you can answer them a little more convincingly than without it.

Basically, Call of Cthulhu 5th Edition has some stats with values ranging from 3 to 18. Denise doesn't really know the rules, so she just made up her own numbers.

**STR (Strength)** - Physical strength: how much you can lift, hit, carry, etc.

**CON (Constitution)** - Endurance and physical robustness: how well you can withstand injury, illness and fatigue.

**SIZ (Size)** - Size and body mass: affects how hard you can hit and how many hit points you have.

**INT (Intelligence)** - Cleverness, problem solving and ability to learn: used for idea checks and task solving.

**POW (Power)** - Willpower and spiritual energy: used for magic, mental resistance and sanity points.

**DEX (Dexterity)** - Agility, reflexes and coordination: determines initiative and abilities such as sneaking or shooting.

**APP (Appearance)** - Appearance and charisma: how appealing and likeable you seem.

**EDU (Education)** - Level of education and knowledge: determines how many skills you start with.

**SAN (Sanity)** - Mental stability: how well you keep your sanity in the face of horrors from everything you don't understand. SAN has a value between 15 and 90.

In addition, there are some "intuitive" rolls:

**IDEA roll** - **INT** x 5. Used when the player cannot come up with a solution themselves, but the character might - e.g. to get a hint or understand a situation. A successful roll means that the character gets an idea or insight.

**LUCK roll** - **POW** x 5. Used when the outcome depends on luck rather than skill - e.g. if you happen to have something in your pocket, avoid an accident or choose the right path.

**KNOW roll** - **EDU** x 5. Used when determining whether the character knows something based on their education or general knowledge - e.g. facts, culture or history.

Skills have a value between 0-100%, and to succeed at a skill, you roll a D100. The lower you roll under your value, the better you succeed. The higher over your value, the worse you fail.

One of the most characteristic features of Call of Cthulhu is Sanity. When you encounter something inexplicable or frightening, you roll a Sanity roll. And depending on how you do, you may lose Sanity points and become slightly insane. When you have lost all your Sanity points, you are so insane that you must be hospitalized, your character is out of the game, and you must create a new one.