



# TALL PINES

CYCLOPEAN BLUFFS

# WELCOME TO CYCLOPEAN BLUFFS



## What this is

Cyclopean Bluffs is a Lovecraftian expansion for the game Tall Pines that moves the action of the game from a secluded mountain town to a crumbling seaside village called Queensport. It accomplishes this change of scenery by adding new Protagonists, Scene Cards, and Act Close Cards to the game. Cyclopean Bluffs also replaces the murder Victim of Tall Pines with a Missing Teen, adds the possibility of Protagonists “becoming” something beyond human, and adds a new Tone to the game: Alienation.

Cyclopean Bluffs was designed by Ahva Gaborit and Miles Gaborit in Seattle, WA.

## Play safer

Right out of the gate this game presents some dark subject matter—we’re starting with a missing teenager and building from there. None of the cards in Tall Pines or Cyclopean Bluffs contain graphic language or imagery, but the story can definitely end up in a place that you may not be comfortable with. Thus, I suggest that the group use the X card technique developed by John Stavropoulos and detailed here: <http://tinyurl.com/x-card-rpg>. In short, if something—an idea, an action, a plot point, whatever—comes up in game that makes a player uncomfortable, they can “X” it out and remove it from play. No questions asked; no harm, no foul. The other players should honor the X by doing something else.

No scene or game is more important than your safety. Take care of yourself, and take care of your friends.

# CHANGES TO THE BASE GAME



## 1. Replace Tall Pines Scene Cards

Remove the Scene Cards numbered 6, 8, 10, 17, and 24 from the Act I Scene Deck; cards numbered 28, 36, 41, 42, 44, and 46 from the Act II Scene Deck; and cards numbered 47, 48, 51, 58, 61, 66, and 67 from the Act III Scene Deck.

Then, add the Act I, Act II, and Act III Cyclopean Bluffs Scene Cards to their respective Scene Card decks.

## 2. Protagonists, the Missing Teen, and Act Closes

Begin play with five Protagonists rather than the usual six. The Missing Teen will return and become the sixth Protagonist during the Act II Close. For the most Lovecraftian game, use the four Cyclopean Bluffs Protagonists (Visiting Cousin, Nosy Journalist, Child Prodigy, and Unseasoned Professor) and one other Protagonist from Tall Pines. However, the only required Protagonist for playing Cyclopean Bluffs is the Missing Teen. Feel free to play with five Protagonists from Tall Pines - just replace "Victim" with "Missing Teen" when reading Setup Questions.

As noted previously, the Missing Teen will take the place of Tall Pines' Victim when you play Cyclopean Bluffs. Unlike the Victim in a game of Tall Pines who - in most cases at least - stays dead, the Missing Teen will return to Queensport during the Act II Close scene. To facilitate this, Cyclopean Bluffs includes four alternate Act Close cards - one for Act I, one for Act II, and two for Act III (pick which one you want to use at the start of play) - to be used in place of the standard Tall Pines Act Close cards. In addition to bringing the Missing Teen back into play, they also elide mention of the Killer and the Victim from a standard game of Tall Pines, and include an ending option in case Alienation is the dominant Tone in an act.

## 3. Alienation and Becoming

Over the course of your game of Cyclopean Bluffs an implacable force will alter the people in the town of Queensport, turning them into something beyond human. When this process culminates for a Protagonist, their Becoming question will be answered and they will be forever changed.

Each time a Protagonist is in a scene where at least one of the Tones is ALIENATION place an Alienation Token (coins or dice are great, little green stones are even better) on that Protagonist's card. When a Protagonist has three tokens, the player who started the scene where the Protagonist earned their third token must answer the Protagonist's Becoming Question, which is in the green box on the Protagonist's card.

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The Protagonists' Becoming is an analogue to the changes that the Missing Teen goes through while they're away, before the Act II Close. Feel free to assume and play up the fact that the returned Teen may have gone through any of the Becoming changes that other protagonists have – and more.

Becoming Questions for each of the original Tall Pines Protagonists are below.

- *Federal Agent*: What sign is there that the darkness has taken control, and what is your last free act?
- *Local Sheriff*: Who first feels your deadly new strength, and how do you hide its bloody results?
- *Best Friend*: Whose face do you steal, and who do you fool with your perfect disguise?
- *Bad Influence*: What makes you difficult to see, and what ends do you put your stealth to? *Private Therapist*: What aquatic creature can you communicate with, and how does the relationship get intimate?
- *Student Filmmaker*: What fresh quirk of your anatomy lets you pass easily into secure spaces, and what access does it get you?
- *Spoiled Debutante*: Where do the new glands appear on your body, and what do they produce?
- *Thankless Handyman*: What part of your body falls off, and what new feature replaces it?
- *Hardened Criminal*: Where are you when your skin sloughs off in almost a single piece and what is underneath?
- *Privileged Athlete*: Where are you when the weakness suddenly affects you, and who witnesses your impotence?

### 4. Alternate Introduction Text

Read this text aloud at the start of play, instead of the introduction text from Tall Pines, before answering Setup Questions.

*Things have been going downhill for some time in the sleepy coastal town of Queensport. So there were some who were unsurprised when a young person – one of the town's best and brightest – vanished without warning. Maybe they'd just left for the cities, like so many had before? But there are others who think something more than youthful wanderlust is behind the disappearance. Something connected to Queensport's legend shrouded history, and the whispered rumors of its people's uncanny bond with the sea.*