



TALL PINES

DEEP SPACE MONITORS

WELCOME TO TALL PINES, AGENTS



What this is

Deep Space Monitors is an X-Files-inspired expansion for the game Tall Pines that introduces a number of different paranormal “cases” to play through, and centers the relationship drama of a pair of FBI agents. It changes things up by introducing a large number of Act Close cards and Setup Questions that prime each case for play, replacing Secrets with Informants, and adding the Partner mechanic that keeps the FBI agents in (sometimes uncomfortably) close proximity.

Deep Space Monitors 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. Protagonists

When playing the Deep Space Monitors variant, use The Rational and The Believer as two of your Protagonists and then select any other four Protagonists (except the Federal Agent – including a third FBI agent is awkward).

2. Cases and Act Closes

Rather than selecting Act Close cards at the start of play as usual, choose a Deep Space Monitors Case that you'd like to investigate. Then use the Deep Space Monitors Act I Close, and the Act II Close and Act III Close cards from the Case you chose.

Before answering Setup Questions at the beginning of play, read aloud the Deep Space Monitors Introduction and the Introduction from the Case you chose. When answering Setup Questions, answer the questions from The Rational and The Believer, then answer the Setup Questions from the case you chose instead of the Setup Questions on the other selected Protagonists.

3. Informants

Informants work the same as Secrets in Tall Pines, except that when they are activated one of the Federal Agents must be chosen as the Protagonist for the Informant Scene. It's okay to use a mix of Secrets and Informants in your game, but try not to use Secrets and Informants together that require the same combinations of Tones to activate.

4. The Partner

By default, both The Rational and The Believer are Partner Protagonists. This means that whenever one of them is selected as a Protagonist in a regular Scene or an Act Close Scene (not a Secret/Informant Scene) the player who selected them must cast another player to play the other Federal Agent as their Partner. So, if a player selects The Believer as their Protagonist, then they must cast another player as The Rational Partner, and vice versa.

When you're cast as the Partner, take the Partner card corresponding to the Protagonist you were cast to play and follow the instructions on the side of the card that matches the tone that the Partner Protagonist currently has face up. While the Partner must begin the scene with the Protagonist, they may leave or be sent out of the scene.

CHANGES TO THE BASE GAME

Alternately, you may opt to play with a different Protagonist as a Partner Protagonist. If you wish to use this variant, put the Partner card for either The Rational or The Believer back into the box and select a Protagonist you'd like to be the Partner. When either of the Partner Protagonists is the Protagonist in a Scene, the Protagonist's player should cast their Partner in the scene as usual.

When you are cast as the non-Federal Agent Partner in a scene, take the Any Protagonist Partner card and follow the instructions on the side of the card that matches the Tone that the Partner Protagonist you're playing currently has face up.

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.

The US Federal Bureau of Investigation investigates over 34,000 cases annually. Not all of those investigations bear fruit or lead to indictments, much less convictions. But in every case evidence is collected. And, in some of those cases, the evidence is of such a nature that it raises questions – questions that don't have any easy, rational answers. When a large enough cloud of these impossible questions forms around a case...well, that's when they send in you and your partner.