

## Setup

PRAWN 1 was set in a restaurant. PRAWN 2 is set in a pet shop. Keep this in mind.

Set up the Tank as in PRAWN, with the following changes:

- Fishing pole in corner. The fishing pole should be a long piece of waterproof material with a rope tied to the end. It needs a large, “metal” fish hook. I’d suggest something made of plastic or foam covered in duct tape. Don’t use actual metal or a real fish hook. Keep it safe.
- Sunken ship at bottom of Tank. Instead of a treasure chest, the Tank has a sunken ship at the bottom of it. This can just be described to the players if you don’t happen to have a sunken ship prop handy.
- Starfish hanging in corner of room. This is the same Starfish as PRAWN, but it has a different purpose.

Characters. The following characters get the special sheets:

- Mudskipper has the answer key which is in English
- Cutty Shark has the alien coded document.

## Scheduled Horde Events

:15 – Family comes in and buys Mr. Pinchley. Replace with Paul or Ghost Fish as you see fit. They are buying the fish as a pet. He should be brought out, placed like a potato sack race in a trash bag, and then taken from the store. Make sure the fish can see he was put in a bag. After the second purchase or second feeding, leave some bags where the players can see them. Any player who has seen “Finding Nemo should know what to do next.”

:25 – Feeding. About 20 pieces.

:40 – Cat comes in and should howl loudly and try to get fish. (See PRAWN book)

:45 – Person comes in eating lunch. Should chase cat out. Leave lunch behind.

1:30 – Feeding. About 18 pieces.

1:40 – Starfish moves. Weregull attack. Cure for weregull curse (pierced by silver hook). Move the star and then give Linefish the Weregull sheet. Have linefish swoop in to attack. If he catches a fish, he eats it. He keeps catching and eating fish until someone manages to touch him with the hook.

Try to end the game by 1:45

## Unscheduled Events

These can happen if you or the players get bored:

Small Child (as per original game): You are a small child who has been left alone to wander around the restaurant. You spy the fish tank and are fascinated with the fish. Go and watch them, cooing and shrieking in gibberish. You should also have some food, which you can throw in to feed the fish, and a Hand. If a fish gets too close, you can try to grab it. If you do, shriek and immediately let it go. If they start getting too close and curious, when you grab a fish, remove it from the Tank and drop it. It will probably die unless it is rescued.

Second fish purchase: As per first fish purchase. Leave the bags in the room after the second purchase.

## Conditional Events

These events happen at the whim of the players. Be prepared if the players wish to have these events happen.

- Lure Human into tank. In order to do this, Cutty Shark needs the fishing rod and the sandwich. He must cast the sandwich out of the Tank. Cutty Shark gets to eat (give him 3 Food; any others that want to eat the human get 1 Food, up to three others) and Tank breaks. Ten minute break. Try to time this for 1:00 into the game.
- The Test for School. The teachers may hold this whenever they wish and may grade however they like. Their character sheets have the questions and the answers. Note that Sharkey McLean does not know the answers unless she has the answer key.
- Cutty Sark freaks out. If Cutty Shark hasn't had alcohol after the second feeding, he freaks out. Give him the Cutty Shark freak out sheet if he freaks out.
- Anemone gets schematics. Nobody else can read the alien writing. Once Anemone has the schematics, he can start working on the ship, but he needs an assistant. The problem is that his assistants tend to get bored after about 15 minutes, so he'll need to find a new one. He must go through three assistants (less if the game has less than :45 left). Afterwards, the ship is fixed and he may take up to 10 fish with him. He gets to choose.
- The Great Escape: If the Brain Coral can get the bags, he can rescue any fish who have not yet left in the flying saucer. They must leave the pool area like a sack race, UNLESS that would be dangerous. Note that pool floors are often slippery.
- Treasure quest in sunken ship. If Hook attempts to enter the sunken ship, take him to the side of the Tank and lead him on an adventure. He will find some treasure (use the necklaces from PRAWN1) and also set off some alien alarms that Anemone (or the pet store owner) will have to turn off. Make sure that the alarms blare in gibberish so it seems like it's a human, not alien, thing.

## Cutty Shark Freak Out Sheet

You can't take it any more. You need fish! And a drink!

You must indiscriminately attack the fish next to you, and keep on going until one of the following:

- A. You are the only fish in the Tank
- B. You are taken down
- C. Someone gives you Alcohol.

You will pause to eat any fish that you disable. You get 2 extra HP for every fish you eat. Make sure to get that from the TMs.

Also, while in this feeding frenzy, you may always use up to five fingers in a challenge, no matter how many Hit Points you have left.

## The Weregull

You have turned into a hideous freak: a giant white bird with black tipped wings. You must feed, feed on the tasty fish below. Leave the Tank and get the Bird prop from the TMs. Caw a bit then "swoop" in (no running) and touch a fish with the bird. That fish is grabbed. Remove it from the Tank and eat it. Abilities which defend against the Hands also defend against the bird.

If anyone touches you with the Hook, they have driven it into your heart and you are dead. Drop to the floor, caw, screech, and turn back to Linefish.