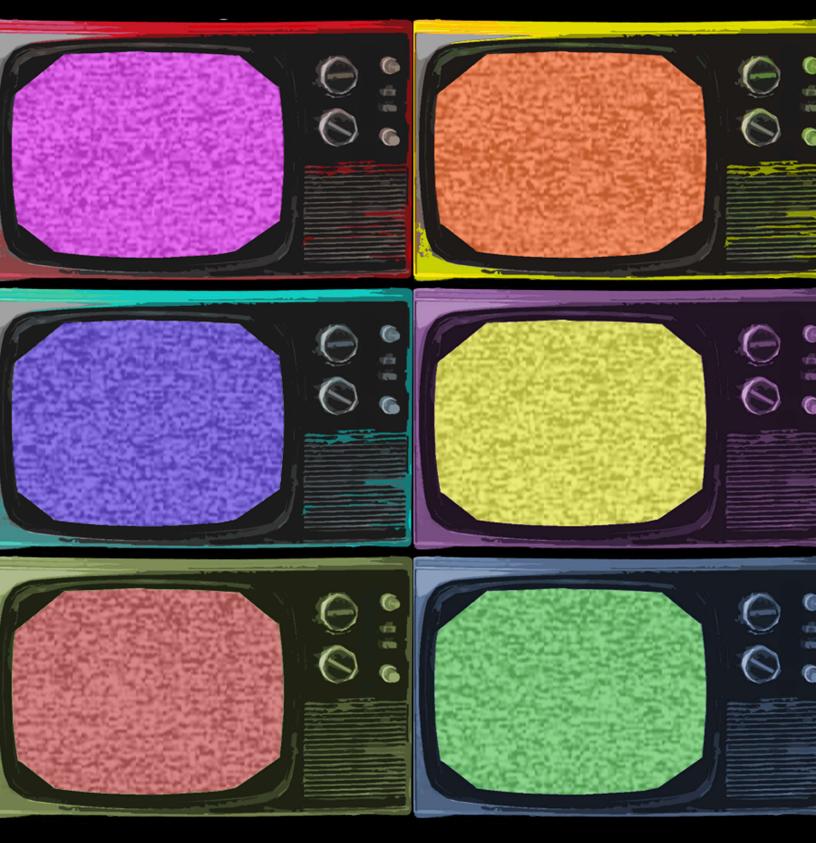
INFOMERCIAL WORLD





A FIASCO PLAYSET BY SANDY PUG GAMES

INFOMERCIAL WORLD CREDITS AND BOILER

This playset is an accessory for the *Fiasco* RPG. *Fiasco* is copyright 2009 by Jason Morningstar, all rights reserved.

Infomercial World was written by Liam Ginty who also did most of the art. Editing and playtesting from a whole host of incredible people, including but not limited to Kieran Wilkinson, Sarah Ginty, Kate Perino, Simon Henderson, Keith Evans and a bunch of other wonderful people. If I missed anyone they can sue me to have their names put here. Just kidding, don't sue me.

A Sandy Pug Games product

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BUT WAIT, THERE'S MORE!

After a late night of particularly terrible television, you pass out on your couch with your roommates, loved ones and friends around you. Your sleep is restless, no doubt because of that old sofa and the drone of the sales person on the screen promising even more pans, pens and books if you buy now.

When you finally awake, you're not in your own home, the world around you is strangely washed out, almost grey but not quite. You look around to see your friends around you, still passed out. You stand, and drop a bowl of chips, carefully you try to make it over to your friends, only to trip on your loose shoes, spilling beer and soda everywhere. A man appears in the doorway, his hands full of gizmos and gadgets, his face twists into a horrible smile...

It quickly becomes apparent that you've become trapped in the nightmare that is Infomercial World.

You have to escape, somehow, someway. You don't know how, but your only option left is to act now!

RELATIONSHIPS

1 FAMILY

- Siblings
- ☐ Parent and Child
- Spouses
- ☐ Uncle/Nephew or Aunt/Niece
- **⊡** In-Laws
- Newly Weds

2 WORK

- □ Current Work Buddies
- Boss/Employee
- ☐ TV Sales Person/Customer
- □ Dealer/Client
- That Fucking Guy/That Other Fucking Guy

3 FRIENDSHIP

- Weed Buds
- □ Old Friends That Don't See Each Other Anymore
- ∴ "I Swear We Know Each Other"
- ☐ Inseparable Best Friends
- ☑ Social King/Queen and Their Hanger On
- **■** Once Best Friends, Not Anymore

4 LOVE

- Married
 ■
- ☐ Formerly Married
- 🖸 Regular Hookup But It's Not A Big Deal
- ☐ Actually, Properly, Really In Love
- Broke Up Last Night

5 HOBBIES

- □ Roleplaying/Board Games
- □ Video Games
- Cooking
- ☐ Combat Sports (MMA, Boxing)
- Something Weird, Niche and A Little Off-putting

6 CRIME

- ☐ Halfway Crooks
- ☐ Broke The Law For a Good Reason/The Reason
- ☑ Partners in Crime

NEEDS 1 TO GET AWAY

- ...from the real world
- ...from the infomercial world
- □ ...just for a while
- ...from these monsters at all costs

2 TO GET A HOLD OF

- ...the way out
- ...your god damned mess of a life

- :...someone. Anyone.
- **■** ...something to take home

3 TO GET THE TRUTH

- □ ...about why we're here
- ∴ ...about who's responsible
- □ ...about these incredible deals!
- ∴ ...about what happened at the party last night
- ...about why you did it

4 TO GET RICH

- ...by exploiting this new world
- ...by selling this doodad to rubes
- ...by stealing everything I can
- ...by proving this place exists

5 TO GET EVEN

- ...with that bastard that stole my weed
- ...with whoever got us stuck here
- ...with the thing that ate my friend
- ...with my friends, who I fucked over big time
- ...with whatever these fucking things are

6 TO GET RESPECT

- ...from my friends
- :...from myself
- ∴..from the one I love
- ...from wherever I can get it

LOCATIONS

1 THE HOUSE

- Bedroom
- ☐ Living Room
- □ Dining Room
- **⊡** The Roof
- **∷** The Locked Room

2 OUTSIDE

- ☐ The Yard
- ∴ The City in The Distance
- ☐ The Field No One Goes To
- ☑ In The Car
- **□** The Car Park

3 THE STRIP MALL

- ☐ The Restaurant
- **™** Behind The Mall
- □ The Book Store
- **■** The Empty Building

4 THE STUDIO

- ☐ The Storeroom
- ☐ The "Green" Room
- The Set
- Backstage
- ☑ The Audience Holding Cells
- **■** The Production Booth

5 THE REAL WORLD

- ☐ The Police Station
- ☐ Bathroom
- ☐ Somewhere far, far away
- **⊡** In The Car
- **E** Caught

6 BEHIND THE SCENES

- □ Where they get the products
- ☐ Where they keep the money
- ☑ Where they put the victims
- Where they make more of them

OBJECTS 1 AS SEEN ON TV

- 🗆 An Indecipherable Kitchen Gadget
- ∴ The Fridge Locker
- ☐ The Robocut
- **II** The Slanket

2 TRANSPORT

- □ A 2015 Chevy SUV
- 🖸 A Honda Civic
- □ A Dodge Charger On Lease
- ∴ A Skateboard
- **■** A Hoverboard

3 WEAPON

- ☐ A Shake Weight
- ☑ A Revolver, with 3 Shots
- 🖸 A Rejuvnique Mask
- ∴ An Axe
- ☐ The Fir-Real Sauna
 ☐

4 INFORMATION

- ⊡ The Way Out
- → Who Did It

- ☑ How to Kill Them
- **!!** Why They Do It

5 VALUABLES

- ☐ A Set of Commemorative Plates
- □ Proof of This New Place
- ☑ A Key to Something Incredible
- A Original, New In Box Magic Bullet

6 SENTIMENTAL

- ☐ Something That Reminds You of Home
- Your Dog
- ☐ A Letter That Says Too Much To The Right Person
- My Son, Billy Signed
- A Childhood Game

INFOMERCIAL WORLD INSTANT SETUP

RELATIONSHIPS IN INFOMERCIAL WORLD

For three players...

- # Friendship Weed Buds
- # Family Siblings
- # Work That Fucking Guy/That Other Fucking Guy

For four players, add...

Hobbies - Roleplaying/Board Games

For five players, add...

Love – Regular Hookup But It's Not A Big Deal

NEEDS IN THE FIRST 100 DAYS

For three players...

- # To Get Away ...from the infomercial world
- # To Get The Truth ...about why we're here
- # To Get Even ...with the thing that ate my friend

For four players, add...

To Get Respect – ...for my sick moves

For five players, add...

To Get A hold Of – ...something to take home

LOCATIONS IN THE FIRST 100 DAYS

For three players...

- # The House Kitchen
- # Outside The Endless Suburbia
- # The Studio The Set

For four players, add...

The House - The Locked Room

For five players, add...

The Real World - Caught

OBJECTS IN THE FIRST 100 DAYS

For three players...

- # As Seen On TV The Robocut
- # Weapon A TV Remote
- # Valuables 2 Easy Payments of \$19.99

For four players, add...

Information - How to Kill Them

For five players, add...

Transport - A Hoverboard