

tag
sessions

bad timing

A ROMANTIC COMEDY FIASCO PLAYSET



BY **TOBIE ABAD**

bad timing

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CREDITS

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BOILERPLATE

This playset is an accessory for the Fiasco role-playing game by Bully Pulpit Games.

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THE SCORE

PLAYSET LOCATION

You find who might just be the one true love you are meant to have. But finding that person and living the rest of your life with that person might not be as easy as you think, given this is all a huge case of bad timing.

The playset is intended to simulate the narrative flow of my romantic comedy script, *Bad Timing*, which can be found here: <http://script-badtiming.blogspot.com/>

The game is intended to be a romantic comedy romp, with unexpected wacky genre-crossing elements. Or at least I hope it accomplishes that.

MOVIE NIGHT

My Sassy Girl, *13 Going 30*, *Sydney White*, *Just My Luck*, *Scott Pilgrim versus the World*.

THINGS NEEDED TO PLAY

Standard requirements of a Fiasco Game.

Additional six-sided dice of a different color (red works very nicely) to act as RomCom Twist dice.



relationships...

1. CHILDHOOD BUDDIES

- Best friends forever
- Once best of friends, but strayed apart
- Next door buddies
- Never had closure within a certain dare
- Unrequited childhood first love
- Great friends, greater rivals

2. FIRSTS

- Your first kiss, not the other's
- Miserable loss of virginity to each other
- Teased together, but hated each other
- First love, still dating
- First heartbreak, still hurting
- Promised to be together if grow up single

3. SCHOOL IS THE THING

- Best friends
- Bitterest rivals
- Prom King and Queen
- Wallflower and the Head Cheerleader
- Teacher's pet and your fan
- Detention besties

4. WORK, NOT PLAY

- Colleagues at work
- . The customer and the counter boy
- . That one drunken Christmas party
- . Wanted the promotion the other got
- . Co-workers secretly in love
- . Secretly close “with benefits”

5. FAMILY

- Older and younger sibling
- . Twins
- . The perfect cousin and me
- . You city, me country
- . Adopted sibling they all love
- . Shame of the family and me

6. GEOGRAPHIC REASONS

- Roommates
- . The one you hate who always hangs out at your hangout
- . Next door horny noisy neighbour
- . I live in your old home
- . Familiar face on the train
- . Shared an umbrella, and a coffee

...before the bad timing began



needs...

1. TO GET ICKY STUFF

- True Love
- Lose virginity
- Get over the other by doing something stupid
- Win the other back
- Make love one last time
- Forgive, but not forget

2. TO GET MONEY MONEY MONEY

- Pay back the debt owed
- Buy that gift
- Return what was stolen
- Get rich and leave everyone behind, except you
- Whatever it takes
- Make the other envious

3. TO FIND OUT THE TRUTH

- About the break-up
- About that rumor
- That one big lie
- Who was sleeping with whom
- If the other is really “the best”
- If there was any chance

4. ONLY THING THAT MATTERS

- Keep the other safe
- Break the other's heart
- Friendship never ends
- Someone has to care for the baby
- Reach for one's dream
- Move on and forget the other... and find someone else

5. SOMETHING TO PROVE

- Show your love
- Show you don't care, even if you really do
- You never stopped caring
- You aren't what they thought you were
- It wasn't you!
- You're keeping your promise to the other's dead parent

6. TO GET OUT

- Get away from it all
- Of the long dead relationship
- Of the tangled mess of lies you are in
- Of the engagement you said yes to
- Of a promise you made
- Of your shell

...no matter how bad it gets



locations...

1. YOUR CLOSET

- Dancefloor
- At the bar
- Behind the diving wall
- Long line outside the Club
- Unisex Bathroom
- VIP section

2. OLD NEIGHBOURHOOD

- Favourite hangout
- “That” alleyway
- In front of the former house
- The QuickMart
- The crumbling cineplex
- Fountain at the center of town

3. TRANSIT

- Bus station
- Subway entrance
- Taxi queue
- Airport
- The old tour bus
- Stuck on traffic on that bridge

4. OUR SECRET PLACE

- Old bedroom
- Behind the coffee shop
- That broken see-saw
- The hidden lake
- Behind the gym bleachers
- Online chatting

5. ELSEWHERE, ELSEWHEN

- Paris, for Valentine's Day
- New York, for Christmas
- Singapore, for New Year
- Some island in Greece, for a change of scene
- On the airplane, just before take off
- Some distant future

6. NOT SO DECENT

- The stripper's club called Church
- Back seat of the car
- Closed swimming pool
- Someone's bedroom... can't recall whose
- Actually in church
- Where you first...

...where bad things get worse

objects...

1. SSH!

- A condom
- A matchbox from a motel
- Someone's underwear
- A sex video
- Fuzzy handcuffs
- A bag of drugs

2. ROMANTIC

- A love letter from the past
- A ring
- A mix tape
- Your very secret diary
- A carving on the wall
- A tub of ice cream and marshmallows

3. NOW THAT'S INTERESTING

- Someone else's smart phone
- The old car
- A recorded conversation
- An intercepted letter
- Matching tattoos
- A baby



4 . MEMORIES OF SCHOOL

- A yearbook
- A class ring
- A favourite sweater
- A prom picture
- A notebook with passed conversations
- A broken trophy

5 . DANGEROUS

- A loaded gun
- A switchblade
- A password
- Something someone is allergic to
- A legal document
- An STD

6 . SUPERNATURAL ? OR JUST ODD ?

- A curse
- A sexual fetish
- A repeating song
- A shooting star
- A recurring dream
- Time travel

...that cannot be ignored

KEEPING THE awww moments...

To keep that Rom-Com touch, the game will have the following system changes:

First, Tilts use the RomCom Twist chart, instead of the usual Tilt chart.

Secondly, there is a new system: the RomCom Twist Dice

Finally, this game has its own Aftermath table.

ROMCOM TWIST DICE

At any time when any character is supposed to have an intense positive story moment with another character, but only if that character already has at least one die of either color, any player can opt to replace the current scene's die for that scene with a RomCom Twist dice. If this happens during Act I, the die is NOT given to another player after being rewarded.

There are RomCom Twist dice equal to the number of players in the game. These dice must be of a die of a different color. Red is highly recommended.

When a RomCom Twist die is used, the player rolls that die twice to see what RomCom Twist is instantly applied to the scene. The scene then unfolds positively or negatively depending on the current dominant color of dice you currently have. If the colors are tied, the player receiving the RomCom die decides how it will unfold.

After Act II, when determining the final situations of each player, RomCom Twist might count as White or Black dice. At the start of the Aftermath, roll all your RomCom Twist Dice to determine their color:

- ☐• White
- ☐• Black
- ☐•• Black
- ☐••• Player chooses
- ☐••• White
- ☐••• Other players choose

Gather all dice based on their color as per the normal rules. Roll for the Aftermath.



romcom twists...

1. WHOOPS!

- An admission
- A heard confession
- Someone gets drunk
- Two people makeout
- A fight for the wrong reasons
- An accident

2. PAINFUL MOMENTS

- Someone's heart get's broken
- Someone dies
- Two people separate
- Never again
- Miscommunication
- Wrong timing at the worst possible time

3. BIG MOMENTS

- A birthday
- A proposal
- A wedding
- A storm
- City-wide blackout
- An emergency call

4. WHAT THE HECK?

- A zombie outbreak
- An alien invasion
- A kaiju attack
- A sleeping curse on the city
- Time goes wonkers
- The Rapture

5. DRAMA

- Someone doesn't know when to stop
- Indecision makes things worse
- A death
- Blackmail
- Arrived too early
- "It is all your fault. And everyone knows it."

6. WHAT A TWIST!

- An unknown twin
- Shape-shifting alien
- Last people in the world
- Just a dream
- Sliding doors
- History repeats itself... in the future

...for that romcom touch

aftermath

HIGH BLACK

ZERO: UTTER FAILURE. Whatever goals you had in mind or hoped to accomplish fall completely apart. Your story does not just end in tears. It probably ends in tears, broken promises, and even the best laid plans ripped into shreds.

BLACK ONE: PAIN SO FOUL. You get no mercy, no kindness and perhaps no justice. You might still succeed in a goal, but realize it all means nothing now. It does not satisfy you as you had hoped.

BLACK TWO: COMEDY IS OVER. Things might seem to have worked out, but guess what, only you really think so. Reputation is probably shattered. Or maybe it remains intact but you now realize how loathsome and pathetic you actually are.

BLACK THREE: NEVER THE PROTAGONIST. You realize that this was never meant to be your story. This was always about someone else. Look at that person and snarl in the most contempt-filled voice you can, “It was always about you.” And enjoy the hate you will never ever be able to get rid off.

BLACK FOUR TO SEVEN: NOW THAT WAS UNEXPECTED. Somehow, after everything is considered, you come out of the whole mess a bit better than before. Maybe you got away with something. Or maybe you realize in the end what you went through makes you a better person, for real.

BLACK EIGHT TO TEN: NOW LET’S TALK ABOUT IRONY. Whatever success you got? Narrate how it actually benefits someone else more than you. Heck, maybe it always did and you just weren’t sane enough to see that. But at least you don’t know it was that bad. You’re still boasting how you got what you wanted, after all.

BLACK ELEVEN +: SOMEONE UP THERE CARES. You realize in the end you deserve something else. Something far better. And guess what, the answer to that shows up just before the story ends.

aftermath

HIGH WHITE

ZERO: THE DRAMA. You shed tears and get to give a monologue on how the world just works that way. It could have been worse, but that's life.

WHITE ONE: CHANGED. Somehow you realize that you've changed deep inside in a way you did not expect. You aren't exactly the same person anymore. Which may be good or bad, depending on what you wanted in the first place.

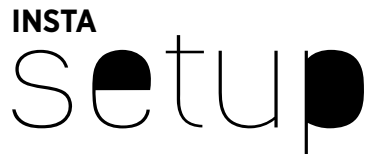
WHITE TWO: LET'S TRY THAT AGAIN. You are now considering taking a second stab at things. Maybe it will work, maybe it won't, but you know you have to at least try, right? You found something, that's for sure. You just have to define what.

WHITE THREE: HAUNTED. You doubt you will ever fully recover from what has happened. So many twists and tangles have struck you that things seem to have unravelled at the last minute. Why is love so cruel?

WHITE FOUR TO SEVEN: LESSONS LEARNED. You've learned a lot from what has transpired. And you've learned far more than you wanted about the people you have around you. These are hard lessons you will never be able to forget. And perhaps even lessons you will never admit to having learned.

WHITE EIGHT TO TEN: SMILE. Scars and scrapes have lead you to emerge from all the events with a renewed sense of appreciation for where you stand now. You are the butterfly emerging from adversity. Spread your wings and soar high above all those who failed to do what you have done.

WHITE ELEVEN +: ROLL CREDITS. It was your story all the while. And now as the credits roll, share with us how your life continues for the next twenty to fifty wonderful years. Don't forget to remind us how love triumphed in the end.



RELATIONSHIPS ON MOMENTS OF BAD TIMING

FOR THREE PLAYERS...

- Met at a convenience store (Work, Not Play): The customer and the counter boy.
- But I like him too (Childhood Buddies): Great friends, greater rivals.
- We have met before (Geographic Reasons): Familiar faces on a train.

FOR FOUR PLAYERS, ADD...

- What's happening in your life? (Family): Twins.

FOR FIVE PLAYERS, ADD...

- Lemme get in on the action? (Geographic Reasons): Next door horny noisy neighbour.

NEEDS AT THE WORST POSSIBLE MOMENT

FOR THREE PLAYERS...

- To Find Out the Truth: If there was any chance

FOR FOUR OR FIVE PLAYERS, ADD...

- Something to Prove: You aren't what they thought you were

LOCATIONS WHERE THE INSANITY HAPPENS

FOR THREE OR FOUR PLAYERS...

- Old neighbourhood: The QuickMart.

FOR FIVE PLAYERS, ADD...

- Not so decent: Back seat of a car.

OBJECTS PROVING THIS MADNESS HAPPENED

FOR ANY NUMBER OF PLAYERS...

- Romantic: A tub of ice cream and marshmallows.





ABOUT THE AUTHOR

TOBIE ABAD is a Senior Game Designer for Indigo Entertainment who spends the rest of his time living and breathing tabletop games for others.

He lives with his partner, Rocky, and their dog who loves bananas, Yoshi. He hopes marriage will soon be allowed for people like them in the Philippines.

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ABOUT THE ARTIST

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She is employed as a technical writer and graphic designer at a multinational regional development bank, and is currently a member of Ang Ilustrador ng Kabataan (Ang INK).

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