YBUR COVER PICTURE GOES HERE

About this template:

First things first. Change anything you don't like. Don't want to have the family relationships? Change them out for something else. The Transportation objects don't make sense in your world where everyone walks? Change them out for something else.

Each section--Relationships, Needs, Objects, and Locations--contain, thematically at least, the most common elements. For instance, the Relationships chart usually doesn't change much from playset to playset, so the one provided is an amalgamation of the most common elements, and should be changed at your pleasure. There are six very common needs categories, which again have been listed. Same for objects. Locations are a bit more messy in terms of providing guidelines, since this is the area that changes the most from playset to playset. As such, locations are listed thematically. They are the types of places found in most playsets, but are by no means mandatory. Again, change to suit your will.

Fill in the insta-setup with whatever you think would make a fun fiasco. You can roll dice like a real set up and assign things. You can look over the lists and pick what you think will make the biggest mess. It's your playset. Have fun with it.

Then burn the evidence. You didn't see a thing. You were never here. You have no idea how that coked up goat ended up in the crate of frag grenades.

Though you can use any fonts you want, this template was made using the Hitchcock, Book Antiqua, and ArtsPolyhedralDiceD6Pips fonts to appeal to the classic Fiasco aesthetic. For optimum viewing pleasure, you may want to download them and add them to your computer. But then again, we're talking Fiasco. When is everything every optimal?

If you want the fonts, however, visit

http://rpggeek.com/thread/586612/fonts-for-making-your-own-playsets

FIASCO IN SPAAACE!

CREDITS

Written by David Dorward with Sarah Ballard, Tom Parker, James Clokey and Louise Williams.

Edited by (editor)

Art by (artist)

BOILERPLATE

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

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For more information of about Fiasco or to download other playsets and materials, visit www.bullypulpitgames.com

THE SCORE

SETTING IN BRIEF

Description

MOVIE NIGHT

Babylon 5 (TV), Star Trek (Any TV/Movie), Star Wars (Any of the good ones), Galaxy Quest, Stargate (TV), Firefly

RELATIONSHIPS...

GENETICS

- Parent and child
- ☐ Siblings and know it
- Siblings and don't know it
- □ Human and half-alien relative
- ☑ Original and clone (genetic, transporter, time, etc)

FLEET

- Senior officer and subordinate
- ☐ Rivals in the same department
- Went through the academy together
- □ Crew-member and passenger
- A pair of red shirts

PASSAGE

- □ Stowaway and discoverer
- □ Nobility and commoner
- □ Fleeting friendship
- ∴ At the Captain's table

ROMANCE

- □ Lovers against regulations
- ☐ Young lovers reunited
- ☐ Designer and lover (AI, gene spliced, 'droid, etc)

CRIMINAL

- Dealer and client
- Partners in crime
- One who broke regulations and one who covered it up
- □ Seeker and target
- Law enforcement and prisoner

B RELATIONSHIP OF THE WEEK

- ☐ A debt of honour
- □ Telepathically linked
- **Ⅲ** Time traveller and ...

NEEDS...

■ TO GET THE SHIP

- ... home
- ... on schedule

- **∷** ... wrecked

TO EXPLORE

- ... alien cultures
- ... your limits
- ☑ ... the cocktail list

TO GET OFF THIS SHIP

- □ ... before you get found out
- ∴ and away from this wretched crew

- ... after completing your mission

TO GET RESPECT

- ... from those who doubted you
- ∴ ... by outshining everyone
- ☑ ... at any cost
- ... for something you didn't do

TO GET EVEN WITH

- 🗅 ... the one who got you court marshaled
- ... the aliens who killed your family
- ☑ ... whomever got you here in the first place

E TO GET LAID

- ... with all the wrong species
- ∴ as often as possible
- □ ... by the one you really want
- ☑ ... at all
- ... without anybody finding out

LOCATIONS...

WORKING SHIP

- Engineering
- Medical
- □ Below decks
- Security

OFF DUTY SHIP

- □ Sports deck

DANGEROUS SHIP

- Outside
- Power room
- ∴ Armory
- ☐ Air lock
- ☑ Non-terrestrial environment quarters
- Quarantine

THE SPACESTATION

- ☐ General supplies
- The bad part of "town"
- □ Command and Control
- :: The casino

ALIEN

- ☐ The nitrogen-oxygen atmos quarter
- ☐ Halls of bureaucracy
- □ Garden of sensuality
- II The forbidden zone

B A PLANET ...

- 🗆 ... under siege
- 🖸 ... with trees as far as you can see
- ☑ ... with unusual gravity

OBJECTS...

MONSTER OF THE WEEK

- ☐ The one with all the tentacles
- ∴ The one that's perfectly safe while it is in its cage
- ☐ The one that smells dreadful
- ☑ The one that is invisible
- II The one against which our weapons are useless

GADGETS

- ☐ A medical injector
- ∴ A force wrench

WEAPONS

- ☐ An energy rifle
- Secretions of the Treni VI Blowfish
- ☑ A crossbow

INFORMATION

- ☐ The truth about the last mission
- ∴ The access codes for the ship's vault
- ☐ An override key for a computer
- **⊞** Blackmail material

ALIEN ARTIFACTS

- ☐ The non-terrestrial harmonica
- ☐ The undetectable energy pistol
- ☑ The alcoholic black tar

B ANCIENT ALIEN ARTIFACTS

- ☐ The Mysterious Portal
- ☐ The Cryounit (full)
- **Ⅲ** The Sinister Obelisk

A *SETTING* INSTA*SETUP

RELATIONSHIPS IN YOUR SETTING

For three players...

- *
- *
- *

For four players, add...

*

For five players, add...

*

NEEDS IN YOUR SETTING

For three players...

*

For four and five players, add...

*

OBJECTS IN YOUR SETTING

For three or four players...

*

For five players, add...

*

LOCATIONS IN YOUR SETTING

For three, four, or five players...

*