

个愚蠢的, 我很抱歉



GSO1 HK TPK

CREDITS

Written by Corey Reid, John Rogers and Gareth-Michael Skarka

Edited by Steve Segedy

Cover art by Jason Morningstar

BOILERPLATE

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

This Playset is copyright 2012 by Corey Reid, John Rogers and Gareth-Michael Skarka. *Fiasco* is copyright 2009 by Jason Morningstar. All rights are reserved.

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

If you'd like to create your own Playset or other *Fiasco*-related content, we'd like to help. Write us at info@bullypulpitgames.com.



"When you play, play *hard*." - Theodore Roosevelt

THE SCORE

INTERESTING TIMES

Hong Kong, June 1997: Over 150 years of British rule is drawing to a close, and everybody is scrambling to make their mark before the handover. The Crown Colony is a pressure-cooker of energy and uncertainty, and nobody is sure who is going to come out on top—it's the world's most exclusive night club, an hour before closing. With guns. Lots of guns.

From the triad gangsters to the cops to the big-business taipans, the players are in motion and everybody has got something in the pot. Old man Liang is packing up and heading to Canada. Helen Chu's brother works for the government, and he says the PRC is going to lock everything down. Jimmy Wong says he's going nowhere because where there's uncertainty, there's money to be made.

As the old saying goes, when the winds of change blow, some build walls and others build windmills.

MOVIE NIGHT

The Killer, Hard Boiled, A Better Tomorrow I & II, Infernal Affairs, Election, Full Contact, City On Fire, Bullet in the Head, Fulltime Killer, Triangle, Fallen Angels.

RELATIONSHIPS...

1 CRIME

- ◻ Impatient boss and talented, moody gunman
- ◻ Punks out to make their name
- ◻ Mortal rivals jockeying for the same big score
- ◻ Cop and the untouchable criminal
- ◻ “Sure I’m on the take. Good thing you’ve got money.”
- ◻ Visiting foreign “consultant” and local host

2 FAMILY

- ◻ Siblings on opposite sides of the law
- ◻ Powerful boss and nephew who gets no respect
- ◻ Unknowingly related—*closely* related
- ◻ Parent and child, both lying
- ◻ Always in older sibling’s shadow
- ◻ Orphans, bound by a deadly secret

3 HISTORY

- ◻ “Our loved ones were killed by the same people”
- ◻ Debt of honor
- ◻ Mentor and student
- ◻ The Kai-Tak job, when some of the score went missing
- ◻ Survivors of the epic shootout
- ◻ “If not for you, I would have gotten away with it”

4 ROMANCE

- ◻ Star-crossed lovers
- ◻◦ Obsessed crush and unknowing object
- ◻◦ Estranged but bound by fate
- ◻◻ Contenders for the same heart
- ◻◻ Earth-shattering sex, that one time, long ago, far away
- ◻◻◻ Newlyweds, one with a secret

5 SIN

- ◻ Adulterers, one with a dangerous spouse in play
- ◻◦ Addict and supplier
- ◻◦ The sex is good, but money changes hands every time
- ◻◻ Blackmailer and mark
- ◻◻ Partners in addiction
- ◻◻◻ Trusting boss and backstabbing lieutenant

6 STRANGE

- ◻ Assassin and beloved target
- ◻◦ Killer and victim who survived
- ◻◦ Citizen and (maybe) ghost
- ◻◻ Amnesiac and secret keeper
- ◻◻ Could be twins, but not even related
- ◻◻◻ Savant with skills and the one who knows how to trigger them

...BEFORE THE HANDOVER

NEEDS...

1 TO GET REVENGE

- ...by framing someone your enemy loves
- ◻ ...for all those years in prison
- ◻ ...on those who forced you out
- ◻ ...by burning it all down
- ◻ ...by gently taking the reins of power
- ◻ ...for what happened to Uncle Mao

2 TO GET RESPECT

- ...so you can finally lead your own crew
- ◻ ...from your dead father
- ◻ ...From Brother Lao of the Hundred Circle Gang
- ◻ ...or die trying
- ◻ ...by proving you can take it
- ◻ ...by pulling the biggest score ever

3 TO GET THE TRUTH

- ...about that night in Two Doves Alley
- ◻ ...about why they shot you in the head
- ◻ ...about what happened to the girl in the photograph
- ◻ ...about who *knows*
- ◻ ...about how Wong got back to town before you
- ◻ ...about why they didn't shoot you in the head

4 TO GET SQUARED AWAY

- ...in the month you have left to live
- ...and prove you can be trusted again
- ◡ ...because you promised her as she died that you would
- ◢ ...even though you know a double-cross is coming
- ◣ ...and show these heartless bastards the meaning of honor
- ◤ ...because you have nothing left

5 TO GET OUT

- ...of a dangerous gambling debt
- ...of a relationship that has turned weird
- ◡ ...of Hong Kong before the handover
- ◢ ...before somebody finds out what you did
- ◣ ...that deal with the slaughterhouse and these 500 pig carcasses
- ◤ ...of this teahouse before the cops arrive

6 TO GET RICH

- ...so you can pay for the surgery
- ...so they won't shoot you in the kneecaps
- ◡ ...so both of you can disappear
- ◢ ...so you can make your play for power
- ◣ ...and destroy that son of a bitch in the process
- ◤ ...without your parents finding out how you did it

...BEFORE THE HANDOVER

LOCATIONS...

1 OF CRIMINAL INTENT

- Cunningly hidden, highly explosive drug lab
- ◻ Dockside warehouse full of smuggled goods
- ◻ Airport hangar, with an idling Learjet LJ-45
- ◻ Slaughterhouse where problems... disappear
- ◻ Bustling police station
- ◻ Benny Chan's auto shop

2 WHERE PATHS CROSS

- Hospital full of innocents
- ◻ Two apartments with balconies that see each other
- ◻ Art museum, currently hosting a most valuable collection
- ◻ Dragon boat festival
- ◻ Embassy dinner for international business
- ◻ A dove-filled church

3 WHERE BUSINESS CAN GET DONE

- Jimmy Ting's bar
- ◻ Heavenly Orchid escort house
- ◻ Lucky Nines casino (with live music!)
- ◻ Thirtieth floor penthouse suite
- ◻ At the end of the pier
- ◻ Crippled Li's noodle stand, just outside the precinct house

4 WHERE VIOLENCE TENDS TO OCCUR

- Boats in Kowloon Bay
- ◻ Rooftop shantytowns of Tai Kok Tsui
- ◻ Helicopter pad on a tower rooftop
- ◻ Old Master Tsao's Teahouse
- ◻ The Night Market
- ◻ Bridge. Truck. Rush hour.

5 LANDMARKS

- Star ferry
- ◻ Happy Valley racecourse
- ◻ Victoria Peak—on the tram
- ◻ Bird Market, Kowloon
- ◻ Giant Buddha of Po Lin Monastery
- ◻ Man Mo Temple

6 ODDITIES

- Chung King tenements
- ◻ The Yao family shrine, high up on the hillside
- ◻ The sets for a new martial arts epic
- ◻ Police academy graduation
- ◻ A crowded double-decker streetcar
- ◻ Three Moons Temple in the old neighborhood

...**BEFORE THE HANDOVER**

OBJECTS...

1 GUNS

- Rare custom-made sniper rifle with even rarer ammo
- .45 that's killed... everyone
- Ancient, rusty, lucky revolver
- Derringer on a wrist slide—one shot, make it count
- Well-used sawed-off shotgun
- Gym bag. Full of guns.

2 NOT GUNS

- Beat-up machete
- Bomb with a twitchy trigger
- Twin pearl-handled butterfly knives
- Unlimited supply of rocket-propelled grenades
- “Not a hammer—the hammer.”
- Venom of a coral sea snake

3 INFORMATION

- Mickey Zhao's left thumb, on ice
- Security video revealing who really robbed Benny Chan
- Coded notebook detailing numerous sins
- Timetable of International Security Agency armored cars
- A witnesses real name and location
- The mole's mobile phone with all his contacts

4 VALUABLE

- One dozen blank, genuine US passports
- ◻ Twenty million in diamonds, surrounded by guys with guns
- ◻ Plates for a perfect 500 Euro note
- ◻ Mercedes in the kidnap job (victim optional)
- ◻ Rare bird worth millions
- ◻ Shipment of children's toys, stuffed with heroin

5 TRANSPORTATION

- An ambulance, a pregnant lady, and a pissed-off doctor
- ◻ Paraglider stowed on the roof of the Bank of China tower
- ◻ Four hundred cop cars
- ◻ Motorcycle, still revving
- ◻ Two speedboats
- ◻ Waiting limousine

6 SENTIMENTAL

- Dice, the owner of which cannot be killed—or so they say
- ◻ Napkin with a lipstick kiss and a disconnected phone number
- ◻ Sad harmonica tune
- ◻ One wedding dress, never used
- ◻ Blood-stained locket, inscribed with a children's rhyme
- ◻ Luckiest deck of playing cards in Hong Kong

...**BEFORE THE HANDOVER**

A HONG KONG MAYHEM INSTA-SETUP

RELATIONSHIPS IN JUNE 1997

For three players...

- * Crime: Impatient boss and talented, moody gunman
- * Sin: Adulterers, one with a dangerous spouse in play
- * Romance: Estranged but bound by fate

For four players, add...

- * History: "If not for you, I would have gotten away with it"

For five players, add...

- * Family: Siblings on opposite sides of the law

NEEDS IN JUNE 1997

For three players...

- * ...To get the truth about why they shot you in the head

For four or five players, add...

- * ...To get revenge by framing someone your enemy loves

OBJECTS IN JUNE 1997

For three or four players...

- * Sentimental: Sad harmonica tune

For five players, add...

- * Guns: Ancient, rusty, lucky revolver

LOCATIONS IN JUNE 1997

For three, four or five players...

- * Business: Lucky Nines casino (with live music!)