

Flight 1180

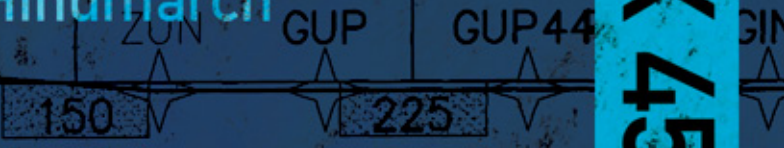
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A Fiasco Playset by
Will Hindmarch



FLIGHT 1180

CREDITS

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“Flight 1180” was Playset of the Month, July 2012.

BOILERPLATE

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

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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

UP IN THE AIR

Baggage. Even if you think you checked it all in the terminal, you're bringing some on board with you. Baggage. Everyone's got some and in the confines of an aircraft it surrounds us and mingles together. Is this your bag or mine? Is there a better metaphorical juxtaposition in air travel than "baggage carousel," where your personal baggage gets to ride the horses?

STRUCTURE AND FLASHBACKS

The titular flight in this playset is meant to hold the story together, but it probably shouldn't be the whole story. While every player's character should be on 1180, to maximize the mayhem, note how coincidental that might make things—the frequent flyer is also a smuggler and his ex is on the flight with him? This is good. This is a messed-up flight. Embrace the cockamamie circumstances that put all these people on the same flight. Flights are bottlenecks.

Play out flashbacks, if you want, to LA or the Pacific islands or office towers that lead up to the flight. Play out flashbacks set during the week, the month, the decade before the flight. The first Act is a great time for this. Here's an unofficial rule to observe: to play a flashback scene, first describe what you're character's physically doing on the plane—fiddling with a watch, bugging his seat-mate, pretending to read, etc. Use dialogue if you want. It helps set up context and contrast for your flashback scene.

Be careful with flashforwards, here. If you jump ahead to *after* the flight, you let some of the tension out. Think about this: how are the people who get off the plane different from when they got on?

People are usually pretty boring on planes but this game's called *Fiasco*, so try this: make at least one Tilt element take place on the plane. That way some of Act Two's juices spill over to the flight itself.

MOVIE NIGHT

Airplane!, *Passenger 57*, *Executive Decision*, *Ekipazh*, *Lost* (TV)

RELATIONSHIPS...

1 FAMILY

- Siblings, headed home for the funeral
- ◐ Cousins, estranged since the spat in school
- ◑ Parent and child, withholding their love
- ◒ Siblings, faking affection
- ◓ Grandparent and child, straining across a gulf of years
- ◔ Parent and child, reunited after months

2 WORK

- Peers feigning camaraderie
- ◐ Newly promoted boss and passed-over colleague
- ◑ Irresponsible executive and responsible assistant
- ◒ Responsible executive and fuck-up assistant
- ◓ Comrades returning from a disastrous meeting
- ◔ Rival conventioners

3 COINCIDENCE

- A minor or local celebrity and an eager fan
- ◐ Met at the airport bar prior to the flight
- ◑ Old high-school enemies reunited on the flight
- ◒ The sick passenger and the doctor on board by chance
- ◓ The nosy middle-seater and the flight-fearing passenger
- ◔ Friends of friends oddly seated next to each other

4 ROMANCE

- Newlyweds, coming back from a disastrous honeymoon
- A devoted couple, strained to breaking by airport stress
- ◐ Broke up on vacation, stuck flying back together
- ◑ Just met, and made out, in the airport
- ◒ Spouses trying for a second honeymoon
- ◓ The cheater and the lover flying to a weekend tryst

5 AGENTS OF THE SKY

- The smitten passenger and the oblivious flight attendant
- The brand-new flight attendant and the old pro
- ◐ The frequent flyer and a familiar flight attendant
- ◑ The furious passenger and the indignant flight attendant
- ◒ The ill flight attendant and someone who thinks he's faking
- ◓ The take-charge passenger and the take-charge flight attendant

6 CRIME OR, WELL, "CRIME"

- An ex-con and an ex-cop, seated together by chance
- A con artist and a mark
- ◐ Two penny-ante "fugitives" from something other than justice
- ◑ First-time smugglers
- ◒ Retired rival B&E experts headed toward new lives
- ◓ A retired bounty-hunter and a current bond-jumper

...**ABOARD FLIGHT 1180**

NEEDS...

1 TO GET AWAY

- ...from the evidence left behind
- ◻◻ ...from that bitch before it's too late
- ◻◻◻ ...with the goods
- ◻◻◻ ...from the bastard who bought your ticket
- ◻◻◻ ...from the passenger next to you
- ◻◻◻ ...with adultery

2 TO GET RICH

- ...like in the deal
- ◻◻ ...by inheriting more than your share
- ◻◻◻ ...by selling what's inside your suitcase
- ◻◻◻ ...without the others finding out
- ◻◻◻ ...using inside information you don't have yet
- ◻◻◻ ...off the insurance money

3 TO GET BACK

- ...in time for the funeral
- ◻◻ ...your freedom
- ◻◻◻ ...to the way things were before this trip
- ◻◻◻ ...your passport
- ◻◻◻ ...without anyone finding out you were gone
- ◻◻◻ ...your reputation as a badass

4 TO GET LAID

- ...before you return to your ordinary life
- ...in the freaking sky!
- ...to prove you can do better than last time
- ◻ ...and not regret it
- ◻ ...without getting caught
- ◻ ...to know that you still can

5 TO GET RESPECT

- ...that's long overdue, that you fucking earned
- ...that you lost on this trip
- ...from that asshole who got what's yours
- ◻ ...from your dead father
- ◻ ...from the press
- ◻ ...from these fucking passengers

6 TO GET THE TRUTH

- ...about your inheritance
- ...about why they left
- ...about who sold you out
- ◻ ...about why it ended so badly
- ◻ ...about why you were overlooked
- ◻ ...and then tell the whole world about it

...ABOARD FLIGHT 1180

LOCATIONS...

1 IN THE AIR

- The emergency exit row
- Down in the hold
- The suffocating airplane bathroom
- Row 3, in the first-class cabin
- Row 22, by the window
- The galley, with the curtain drawn

2 AROUND THE AIRPORT - FLASHBACK

- The crowded cab stand at the hotel
- On the shuttle bus with half a dozen other poor schlubs
- In the smoking lounge at the airport
- In the handicapped stall of the airport bathroom
- A half-assed airport franchise bar and grill
- At the ticket counter, behind an irate customer

3 BACK HOME - FLASHBACK

- In the bedroom, before this whole mess started
- In the car, just after the accident
- At the hospital, before you knew how bad it was
- At work, when you got the assignment
- In the kitchen, when you began to suspect
- At the Rusty Nail, after closing, when there was still hope

4 WAY BACK WHEN - FLASHBACK

- The bathroom in high school, before you knew better
- In the burning garage, just before the worst of it
- At the hospital, the day you met, you think
- In the restaurant, celebrating the big day
- That day in the elevator, when you lied
- In the alley behind the jewelry shop

5 POINT OF DEPARTURE - FLASHBACK

- The convention floor, with just an hour left to go
- The Tasty Place Noodle House, just as they're trying to close
- Club Intensity, where they dance in cages
- The rooftop restaurant, which spins too fast
- The hotel bathroom, morning of the flight
- The convenience store at an inconvenient hour

6 FINAL DESTINATION

- In a field of wildflowers, near the emergency slide
- In the woods, where they'll never find you. Maybe.
- The booking room of a New York police station
- The lawyer's office, later than you should be there
- In the ICU, where the machines chirp like birds
- The morgue

...SURROUNDING FLIGHT 1180

OBJECTS...

1 EMBARRASSING

- ☐ Pornography, lots of pornography
- ☐ Love letters you never sent
- ☐ Your pay stub
- ☐ Prescription you need to get filled
- ☐ Your underwear, not where it should be
- ☐ Toupee, on backwards

2 CONTRABAND

- ☐ 4.5 oz. of foreign alcohol
- ☐ Load of pirated DVDs
- ☐ Leaky balloon of heroin
- ☐ Just enough marijuana to secure a trafficking charge
- ☐ Knife, let on the plane by accident
- ☐ Small stack of fresh passports

3 SENTIMENTAL

- ☐ Wedding band, ruined
- ☐ The photo, all that's left
- ☐ The ticket stub, from back when
- ☐ Watch, not technically given to you
- ☐ Locket with a key inside
- ☐ Wedding band, thought lost

4 INFORMATIONAL

- Cell phone with telling contacts in it
- ◡ An iPad with your diary on it
- ◣ Newspaper that says what you did, if you read it right
- ◤ Digital camera with photos of you doing what you did
- ◥ Receipts, which don't support your lies
- Her voicemail message, which is probably a lie

5 VALUABLE

- Diamond ring, engraved for someone else
- ◡ \$14,000 in small bills
- ◣ Endorsed check for \$22,498.00
- ◤ Prototype next generation smart phone
- ◥ First-edition book that's worth more than your house
- Design for the next big project

6 SECRET

- Conversation, overheard
- ◡ Air marshal's Zippo lighter
- ◣ The plan, all written out
- ◤ A confession, meant just for one person
- ◥ A promise that may yet be kept
- A child, hidden away

...**ABOARD FLIGHT 1180**

AN AERIAL INSTA-SETUP

RELATIONSHIPS ABOARD FLIGHT 1180

For three players...

- * Newly promoted boss and passed-over old colleague
- * Broke up on vacation, stuck flying back together
- * The frequent flyer and a familiar steward/ess

For four players, add...

- * The ex-con and the ex-cop, seated together by chance

For five players, add...

- * First-time smugglers

NEEDS ABOARD FLIGHT 1180

For three players...

- * To Get The Truth: about why you were overlooked

For four or five players, add...

- * To Get Back: without anyone finding out you were gone

LOCATIONS INVOLVING FLIGHT 1180

For three, four, or five players...

- * In a field of wildflowers, near the emergency slide

OBJECTS ABOARD FLIGHT 1180

For three or four players...

- * Secret: Air marshal's Zippo lighter

For five players, add...

- * Valuable: \$14,000 in small bills