

# THE BRASS MONKEY BALL

A  
HARDWIRED  
HINTERLAND  
FIASCO  
PLAYSET  
BY  
JOHN REIHER





# THE BRASS MONKEY BALL

## CREDITS

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## BOILERPLATE

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For more information about Hardwired Hinterland, visit [tritacgames.com/Hint.htm](http://tritacgames.com/Hint.htm)

If you'd like to create your own playset or other Fiasco-related content, the folks at Bully Pulpit would like to help.

Write them at [info@bullypulpitgames.com](mailto:info@bullypulpitgames.com).



“When you play, play *hard*.” - Theodore Roosevelt

# THE SCORE

## THE GALA OF ALL GALAS IS HAPPENING SOON!

Well, when the crap hits the fan, you usually find yourself taking a shower afterwards. And now you want to go to the Brass Monkey Ball. It's on Eta Wongo, at Jimmy's Bar & Grill, the happeningest joint in the Hinterland.

But you know what happens, don't you?

The boss is yelling at you, telling that you have to fly a cargo from one end of the Hinterland to the other end. And your date has already bought tickets for the Ball, and you know the crap you'll get into if you don't get her there on time. Then there are your buddies who want to crash the Ball and chat up some of the native babes and, you know, get a little Eta Wongo Pongo. If you know what I mean. (Really, it's a drink. What did *you* think it was?)

But that's life, crappy as it is. What can you do?

## MOVIE NIGHT

Tales of the Gold Monkey (TV), Talespin (TV), High Road to China, Only Angels Have Wings, Five Weeks in a Balloon

# RELATIONSHIPS...

## ☐ TRI PLANE CARGO SHIPPERS

- ☐ Fellow pilots
- ☐ The company grease monkeys
- ☒ The company bookkeeper and the boss's secretary
- ☒ Boss's sibling in-law and their friend
- ☒ Ancient 100+ year old pilot and their copilot
- ☒ The up and coming ace pilot for Tri Plane Cargo Shippers and their copilot

## ☐ FAMILY

- ☐ Ex-spouses
- ☐ Currently married
- ☒ Siblings
- ☒ Adopted siblings
- ☒ Spouse and drug-addicted in-law.
- ☒ Niece/Nephew and a person they call "Uncle"/"Auntie"

## ☐ FOOLING AROUND

- ☐ Lovers in different flight crews
- ☐ Pilot from rival company Flyer For Hire Shippers and lover
- ☒ Ex-lovers
- ☒ A one-night stand couple that met in Brazilia after Festival
- ☒ Air pirate and the person they won't leave alone
- ☒ The pilot groupie who's a charter member of the Mile High Club and the pilot that offered the membership

## ☐ CRIME

- ☐ Enforcer for reputed crime lord Sam “Butcher Boy” Blackwell and their target
- ☐ Incognito Air Pirate and “friend”
- ☐ Smugglers
- ☐ Passengers with a case full of stolen lightning crystals
- ☐ Bookkeeper who embezzled from reputed crime lord Sam “Butcher Boy” Blackwell and spouse
- ☐ Shroom Peddlers

## ☐ FRIENDSHIP

- ☐ Patsy and good-for-nothing, mooch of a friend
- ☐ Best buddies
- ☐ “Friends,” though more of an acquaintance really
- ☐ Pilot friends that work for rival companies
- ☐ Classmates from The Lucky Amos’ Pilot School
- ☐ Ex-friends

## ☐ RIVAL COMPANIES

- ☐ Pilots from Flyers For Hire
- ☐ Former pilot for Tri Plane, now working for arch rival company and his former copilot
- ☐ Boss’ ex-partner who now runs Flyers For Hire and the boss of Tri Plane
- ☐ Thugs hired by arch rival company
- ☐ A pilot and the owner of a single airplane shipping company
- ☐ Pilot and mechanic from Small Island Tours in Eta Wongo

**...AT THE BRASS MONKEY BALL**

# NEEDS...

## ☐ TO GET OUT

- ☐ ...of this job and start your own transport company
- ☐ ...of that relationship with the boss's secretary
- ☑ ...of the gambling debt you owe Sam "Butcher Boy" Blackwell
- ☑ ...from the favor that you owe to Flyer for Higher Shippers
- ☑ ...of being a snitch to Hinterpol
- ☑ ...of being blamed for stealing that premium lightening crystal from your buddy's plane

## ☐ TO GET EVEN

- ☐ ...with whoever that rat bastard was that stole your premium lightening crystal from your plane
- ☐ ...with the company's head pilot for stealing those high paying trips from you
- ☑ ...with your so called buddy for turning you in to the boss
- ☑ ...with whoever that Hinterpol snitch is for turning you in
- ☑ ...with the boss for all those shitty animal transport jobs he sticks you on
- ☑ ...with Sam "Butcher Boy" Blackwell

## ☑ TO MAKE ENOUGH MONEY

- ☐ ...to buy your own plane
- ☐ ...by cracking the company safe
- ☑ ...by selling that premium lightening crystal in the hold to the highest bidder in New Old New York
- ☑ ...to buy your own island in Eta Wongo
- ☑ ...by selling illegal drugs at every stop
- ☑ ...by playing pirate and rob a rival shipping company's plane

## ☰ TO BECOME FAMOUS

- ☐ ...by creating a situation that threatens a lot of folks and then swooping in and saving the day!
- ☐ ...from your Ace piloting skills as you buzz the Brass Monkey Ball
- ☑ ...for bringin' down the dread pirate El Terrible
- ☑ ...so that you can get anything or anyone you want just by asking for it
- ☑ ...through hard work and effort, and not a few well placed bribes
- ☑ ...in the eyes of the person you love from afar

## ☰ TO GET TO THE BRASS MONKEY BALL

- ☐ ...and pay off that guy who's blackmailing you
- ☐ ...in time so that your date doesn't dump you for a hunky native
- ☑ ...by midnight so you can deliver that contraband to Jimmy, the owner of the bar
- ☑ ...to bet on the Fight of the Century between Lance "Snapper" Hansen and Bobo the Orangutang
- ☑ ...to talk to your contact with the infamous Air Pirate, El Terrible!
- ☑ ...break the leg of Hana Awei, infamous Eta Wongo lothario

## ☑ TO GET LUCKY

- ☑ ... and find some great salvage!
- ☐ ...betting on the bout of the century that Bobo the Orangutang is defeated in the ring
- ☑ ...sneaking that illegal cargo past customs
- ☑ ...with one of the natives at Eta Wongo
- ☑ ...and get a job someplace else
- ☑ ...and win the dance contest

**...AT THE BRASS MONKEY BALL**

# LOCATIONS

## ▣ ETA WONGO

- ▣ Omo's Fresh Oyster Bar
- ▣ A rented cabana on Darvos Beach
- ▣ Poko Repair Depot
- ▣ Small Island Tours
- ▣ Louie's Bar and Grill on Ape Island
- ▣ Pirate Island, Yarr!

## ▣ ALMOST CANADA

- ▣ A pristine Tim Hortons donut shop in a forest
- ▣ Mr Lee's Tailor shop in China Town
- ▣ New Walker Distillery in the Brewery District in Windsor
- ▣ Entrance to the Detroit Windsor Tunnel
- ▣ The Ford Motor Company River Rouge plant
- ▣ Madame Estella's Home for Wayward Girls

## ▣ NEW OLD NEW YORK

- ▣ Statue of Liberty
- ▣ Times Square
- ▣ Benny's Bookie Joint in Harlem
- ▣ The Bowery
- ▣ The Cotton Club
- ▣ The New York Public Library



## ☰ LITTLE TEXAS

- ☐ Kickapoo Casino
- ☐ The Alamo
- ☑ Petrolux Oil well #2
- ☑ Sam & Ella's Bar-B-Que
- ☑ Stampede Cattle Bar
- ☑ Sheep Shearer's Festival, Hempstead

## ☰ NEW AKRON

- ☐ The Airdock manufacturing yard
- ☐ New Akron city
- ☑ Noonan Field
- ☑ The DC-3 Boneyard
- ☑ Tri Plane Air Cargo Offices
- ☑ Flyers for Hire Offices

## ☰ THE BRASS MONKEY BALL

- ☐ Jimmy's Bar & Grill
- ☐ The Tiki Bar
- ☑ The Haleakala Dance Hall
- ☑ Jimmy's Cardroom
- ☑ Madam Lulu Belle's Upstairs Bordello
- ☑ King Louie's All Ape Revue

...**AT THE BRASS MONKEY BALL**

# OBJECTS

## ☐ OFFICE EQUIPMENT

- ☐ 1930's Underwood Typewriter
- ☐ Mimeograph Machine and Stencils
- ☐ A Red Stapler
- ☐ Rolodex full of clients' addresses
- ☐ Pearl inlaid Fountain Pen
- ☐ Dictation Machine

## ☐ AIRCRAFT

- ☐ DC-3
- ☐ Ford Tri-Motor
- ☐ Sikorsky S-38 Flying Boat
- ☐ Tupolev ANT-20 Maxim Gorky
- ☐ Lockheed Super Electra
- ☐ LZ 104 Zeppelin

## ☐ GOOD SALVAGE

- ☐ 5 pounds of ground coffee
- ☐ Case of Whiskey
- ☐ 100 gallons of aviation fuel
- ☐ 200 DVDs of Mixed-Species Pornography
- ☐ Bulk Tricycle Parts
- ☐ 144 Cases of Cuban Cigars

## WEAPONS

- Sawed-Off Shotgun with a Hello Kitty color scheme
- Luger Pistol with the initials "AH"
- .38 Special with 42 notches on the handle
- Switchblade Knife/Comb
- Baseball Bat with signature "Babe Ruth" on the handle
- A Potato Masher Hand Grenade

## PIMP'N GOOD THREADS

- To Die For Designer Dress
- Classic Zoot Suit
- Elegant Elizabethan Gown
- Bespoke Savoy Row Suit
- Gold Lamé Lederhosen
- White Tiger Loincloth

## WEIRD STUFF

- An Ant Farm full of MaintainAnts
- A Screwball Trying to Build a Macaroni Airplane
- A Collection of Liberace's Music on LP Records and in Swedish
- A Prop-Driven Backpack With a 4" Lightning Crystal
- A Dinosaur Egg of Unknown Species
- A Pair of Magic Dice from Magicaust

...**AT THE BRASS MONKEY BALL**

# AT THE BRASS MONKEY BALL INSTA-SETUP

## RELATIONSHIPS

For three players

- \* The up and coming ace pilot for Tri Plane Cargo Shippers and their copilot
- \* Smugglers
- \* Patsy and good-for-nothing, mooch of a friend

For four players, add...

- \* Former pilot for Tri Plane, now working for arch rival company and his former copilot

## LOCATIONS

For three players

- \* Jimmy's Bar & Grill

For four players, add...

- \* Benny's Bookie Joint in Harlem

## OBJECTS

For three or four players

- \* DC-3



# AT THE BRASS MONKEY BALL

## THE HARDWIRED HINTERLAND

Welcome to the strangest place in the universe, a left turn and a billion light years from Earth. A place that has become your new home. It doesn't matter how you got here. By vehicle or plane or boat. You have left Earth behind and found yourself in the Hinterland.

### HOW DID I GET HERE?

You made a left turn without looking. There was a flash of light, and then you found yourself splashing into the surf and then you are attacked by giant squids. After fighting off the squids and making it to the land, you were more than likely inducted into the society of the Hardwired Hinterland.

### WHAT IS THE "HARDWIRED HINTERLAND"?

That's a good question. It's obviously artificial, consisting of square islands that are 200 miles by 200 miles in size, separated from each other by 200 miles of **monster infested water**. Why was it built? Your guess is as good as mine.

On each of these island or "Environs", (Who comes up with these names?) you'll find cities... cities you that you know, like New Old New York or New Akron. They are perfect reconstructions from different time periods on Earth.

### WHERE AND WHEN AM I FROM?

Anywhere from 1000 BCE to 2950 CE. The majority in this area seem to be from 1690 to 2040. Scholars suspect different areas or Environs have attracted different eras. Undoubtedly, there is a distinct coloration to the New Arrivals here and the era in which they lived. We find the focus or core of the population from the late 19th Century though there are few Romans or Aliens. This may well correspond to the buildings and city cores found in the region. We can also link the creation of this building process by what we call Restorkies, who may open rifts in time and space that continue on to a small extent.

### AM I DEAD AND NOW "RESURRECTED"?

We'll get back to you on that...

The real answer is that no one knows. And does it matter? You're here now, so get used to living here.

### WHY ARE THERE TALKING ANIMALS?

Most animals, after a year in the Hinterland, become sapient and some become more human-like. Anthro'ing is the term. Some gain true human stature and hands, others just get a thumb. All cats become sapient, so watch out.

### WHAT'S ALL THIS STUFF?

Some definitions:

**Aircraft:** All sorts of aircraft are available in the Hardwired Hinterland. You can fly just about anything... Except that there's no aviation fuel. Well, none that would support the level of flying that goes on between the Environs everyday. Most burn alcohol and ethanol for fuel,

so you can imagine that airspeeds won't as high as it would with aviation fuel and you'd be right. So how do these planes fly?

Lightening Crystals. These crystals make your aircraft lighter, much lighter. So light, that your aircraft has the density of styrofoam. Many an air pirate raid takes place at speeds around 20 mph, with people fighting on the wings of the airplanes.

**Lightening Crystals:** These crystals come in all sizes, from crystals the size of your thumb to the size of a basketball, and they are the reason heavier than air flight works in the Hinterland. Run a small current through them and they glow, reducing the mass of anything not grounded. And yes, rubber wheels sort of keep a plane from grounding. Sort of. No one knows how they do it, they just seem to be able to reduce the mass of a plane... but not really. You can still walk around normally, and bullets still put holes in your plane. Theory says that the crystal creates a negative mass that cancels out the plane's mass. How much a crystal lift depends on its size. A 4" crystal can lift a small plane like a Cessna. A 6" crystal can lift larger plane, like a DC-10. A crystal one foot in size can lift small airdock. The big trick to make this work is to make break contact with the ground and whatever it is you're trying to make lighter. People get really imaginative trying to get something airborne...

The other problem is that you can get crystals from only one place: Anson's Kingdom. And His Most Royal Majesty, Jerome Anson, knows what he has and charges whatever the market will bear. He's also a grade-A butthead. And he's at the Brass Monkey Ball tonight.

**Animal:** As opposed to lowercase "animal", an intelligent Animal has near human sapience. It was discovered that many Animals, especially those in the Hinterland for a long time have gained near Human Intelligence. Many of these are able to talk. The covenant of Akron states the killing of an intelligent Animal is paramount to killing a Human. Most retain their original form, but some have physically changed, anthropomorphizing into a humanoid form. A Pig can stand on his hind legs and his upper hooves separate and elongate into two hoof ending fingers and a "thumb". Sometimes the anthro'ing is partial: A Dog gains a more of a finger style front paws and that's it. A Bear gains a useable opposable thumb on his paws.

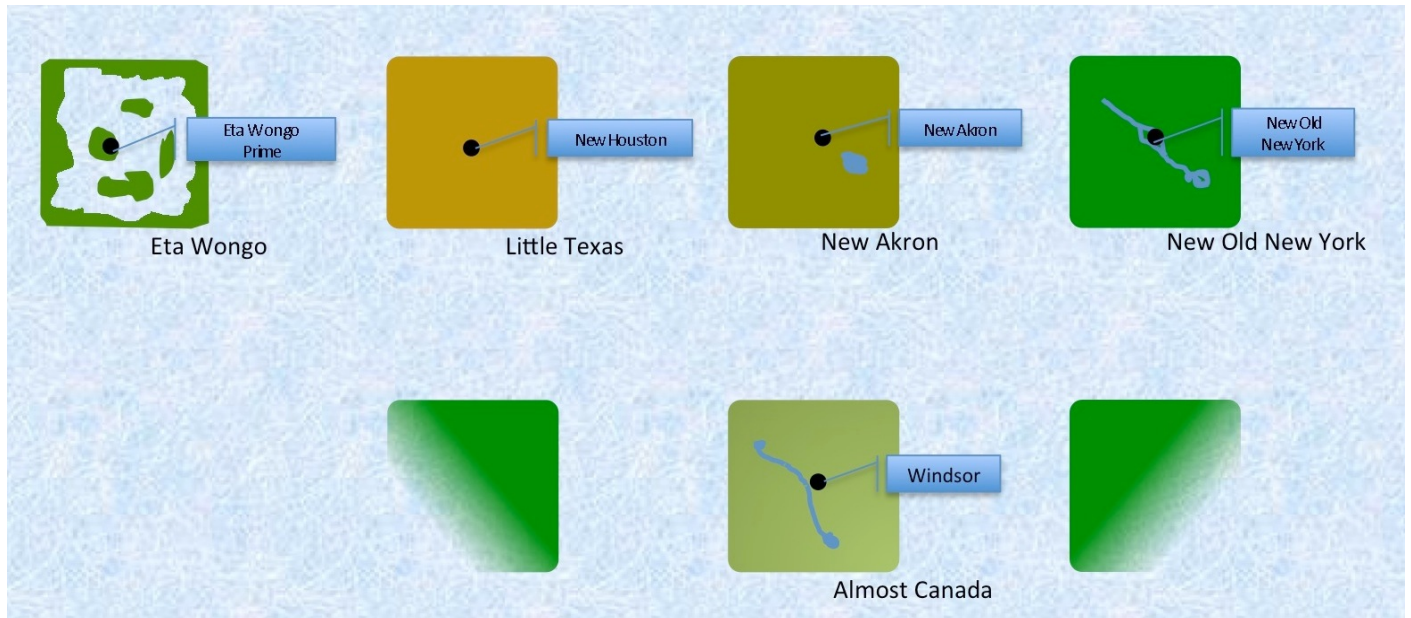
While some animals are not intelligent, and processed for food, it is generally assumed a year is a good indicator of finding the spark of intelligence. Almost all of the intelligent Animals will talk except cats. Cats talk when they want to. No matter the size, Cats have their own agenda. No Cat is more than five meals from changing their alliance to a person who feeds them. They can also be loyal as Dogs but will never admit it.

Intelligent Animals do not breed intelligent animals faster than humans.

**Environ:** An 200 by 200 mile square island, typically inhabited by humans, though there will be plenty of Animals also living there.

**MaintainAnts:** MaintainAnts are small green ants that live under structures created by Restorkies. They maintain the structure and clean it. They vanish when humans move into the structure for more than a few weeks. If structures are looted and left alone there is a

small chance the contents will be replaced after 6 months. If the buildings are occupied for more than a week, the MaintainAnts leave and the buildings age normally.



The MaintainAnts are quite capable of keeping everything in a pristine condition, including keeping food and volatile chemicals intact and fresh as when they were made/baked/fried. They remove any sign of rotting, mold, and other forms of decay and replace this with fresh material.

There is a lot more to these bugs than their appearance shows. While resembling ants, they are in fact nano machines or miniature robots programmed to clean and maintain.

There is speculation they are directly linked to some form of Maker/Template technology that creates the material they need to restore structures.

**Restorkies:** Spider Monkeys with overalls, tool belts and attitudes. They come out of nowhere and build things, buildings, roads, and other stuff. Where the materials come from is anyone's guess. They are the ones that built every city you'll ever visit.

**Template:** These are odd pieces of glass and electronics that can replicate matter, and exactly duplicate materials fed into their hopper. Rumor has it, someone had a template that makes SPAM, the canned meat. Based on how much of that tinned meat exists in the Hinterland, the template must make it by the gross lot. Don't even think about what has to go into the hopper to make this meat. It is truly a "Mystery Meat", but a staple for adventurers,

**Hinterpol:** The trans-environ law enforcement agency. On some environs they are no different than other law enforcement officers. On others... In some cases they are the only law enforcement, on others they are tolerated and have to work with the local law officers. And on some, they are kept at an arm's length and told to keep their noses out of local issues.

**Magicaust:** This Environ is a duplicate of twentieth century Earth, a slice of the American Midwest with Kansas City Missouri being the core.

This city would have been the center of the hinterland if it wasn't a massive magnet for Toxic Magics. Few have landed there and fewer still have returned to tell of the Rotting Dead who think they are still alive, psychotic monsters, mutants, faerie, and dragons. The net result was a holocaust beyond imagination for the folks who landed here.

**Oddballs and Screwballs:** A floating ball with an eye and a hand, the average Oddball is a helpful device that selects an individual as their best buddy and stays with them for as long as they last. Cleaning, repairing, and generally a being protective and helpful hand is their mission. These alien devices do not communicate but they understand orders. No oddball has ever harmed a living thing in memory. One will sacrifice itself to protect its owner. Destruction of one of these devices explosively scatters components, crystal, and oil in every direction.

A Screwball is defective Oddball who seems to have a specific mission or they are trying to build something without the necessary tools and parts. It has been rumored the thousand foot signal tower east of Noonan Field, New Akron, started by a Screwball construct and that was topped by a case of beer and a brass seagull.

Only a lucky lightning strike destroyed the Screwball and allowed conversion to a powerful beacon for landing aircraft.

**Eta Wongo:** The core of the Eta Wonga environ is a tropical paradise inhabited by more than three hundred small islands. With a varied population mix and dozens of "Islander" tribes who worship airplanes, it can be a restful and often dangerous stop.

The natives build airstrips, create simulated hangers, and even build replica aircraft. All this in the hopes of gaining precious gifts from the sky gods or pilots who don't know better. They can be friendly or hostile depending on the quality of gifts.

Three of the Islands have been settled by a number of folks from other Environs. They have endeavored to create a perpetual atmosphere of a peaceful life on a tropical beach complete with Bars, Tiki Torches and small Cabanas for rental. If only for the occasional canoe raid by the natives, it would be a tropical paradise.

Tucked into the islands on a "need to know" basis are a number of Pirate Bases and small villages that serve as black market centers.

The key crop of the islands are coconuts and Oil Pod Trees. These nut like pods grow a thick organic oil substitute that can be turned into aircraft lubricant. The natives have the richest groves of this valuable commodity and may allow trade if the price is right. Never bet on their motives.

**Little Texas:** Little Texas boasts the only known oil well in the Hinterland. This single resource keeps the bearings turning in New Pittsburgh, New York and New Akron, though it's facing competition from the Eta Wongo Oil Pods.

It is a hilly and temperate environ with forest, grasslands and desert on the outlying edges.



The core of Little Texas centers on Waller County where most of the town of Hempstead (Six Shooter Junction) was duplicated, circa 1877. With a classic Downtown, farms and victorian homes, it is a magnificent visage of Earth's Old Texas.

The Natives and Texans are friendly.

**New Akron:** The first settlers of New Akron found a ready city and an amazing structure called the Air Dock.

A half dozen blimps found in the air dock along with a close helium display promoted a quick development of a Lighter Than Air Industry.

First explorations took the Akron Explorers to Almost Canada and friendship based on trade and mutual respect. Akron and their Canadian partners quickly established the first protocols for adding more Environs to their Loose Economic Union. This pattern is held to closely to avert social and political problems.

**New Old New York:** A duplicate Environ of the fabled city of New York in the 1930's. Found and colonized, it is an a magnificent piece of old Earth.

The actual island of Manhattan is duplicated in the midst of a large river called the Hudson.

The outlying areas on the banks of the rivers are farms and small towns named to commemorate small communities that were around New York City, such as New Jersey.

The people and immigrants want to keep New York the way it is. Somehow the city government seems to work and the crime rate is surprisingly low.

New Old New York tends to keep trends and technology in the 1930's. They like it that way.

Visitors are expected to get into the spirit.

**Almost Canada:** Almost Canada is the grain, wool, and the fuel processing center for New Akron. Settled by Canadians, it is home for the University of New Windsor and the upcoming Hinterland Census. This is where the Voyage of the Air Beagle was planned and the official launch will take place.

The Canadians are a friendly people who are still a little reserved.

This Environ was established more than forty years ago with the finding of a section of downtown Windsor and a nearly intact University of Windsor. Surrounding the area is a large number of farms. This temperate Environ has become a haven for Canadians and Brits who find it strangely comfortable.

Within a decade of commercial flight the University of Windsor has been repopulated with educators and professors who have taken on the mission creating Excellence in Education for the Hinterland. No matter who you are or are from, the blazer with the maple leaf has become a symbol of students.

Branches have now opened in cooperation with The University of New Akron, New Pittsburgh, and The University of New Old New York.