



MORNINGSTAR + SEGEDY

# AMERICAN DISASTERS

A FIASCO PLAYSET COLLECTION

# AMERICAN DISASTERS

## CREDITS

Designed by Jason Morningstar and Steve Segedy

Edited by Steve Segedy

Additional editing by Amanda Valentine

Layout and art by Jason Morningstar

Thanks to our friends Chris Bennett, Mike Graves, John Harper, Fred Hicks, Greg Jansen, Todd Love, and Ian Oakes.

## BOILERPLATE

This supplement 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](http://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](mailto:info@bullypulpitgames.com).



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

# WELCOME

## WHAT IS THIS?

*American Disasters* is a *Fiasco* Playset collection, a supplement with several previously-unreleased Playsets and other new content to extend the game. In this case, we've included a hack we call "Trainwreck Mode" and three Playsets—*Business Casual*, *Rainbow Mountain*, and *Poppleton Mall*—all of which are excellent and have been heavily playtested.

## TRAINWRECK MODE

### CAMPAIGN PLAY FOR FIASCO

A trainwreck happens a little bit at a time. First the locomotive goes off the rails, and that's pretty bad news all by itself. But then another car—let's say a boxcar filled with live geese—follows it into catastrophe. And it's still not over, is it? More cars and finally a caboose, folded up like an accordion, all wrecked. Once that locomotive slips the rails, you can see the rest of it coming like clockwork.

These rules transform your *Fiasco* game from a rickety handcart into a full-on, glorious, steaming locomotive headed for disaster. They're designed to extend the standard *Fiasco* rules to support play over a series of sessions with a coherent story. They can be used to tell stories across an arc of Playsets, or they can use the same Playset to amplify an existing situation. Either way, the end result is like campaign play for *Fiasco*, and it's as hellaciously fun as a good trainwreck ought to be.

An extended Trainwreck game works best over three sessions. Any longer than that and the trail of connections to the original story begins to get very thin. There's a strong precedent for the trilogy in books and movies, and for good reason.

### PLANNING VERSUS GETTING LUCKY

You can set out with the clear intention of playing Trainwreck style, or you can play in the normal one-shot fashion and just...decide to carry on. The latter is recommended, because it takes the pressure off. If your crew finds itself at the end of a *Fiasco* game with enough juicy, dangly bits that you all want to continue playing, consider it the first session of a Trainwreck and proceed.

# THE NASTY BITS

## WRAPPING YOUR FIRST SESSION

At the end of the first session of a Trainwreck...

- \* **Decide as a group which Playset will be used in the next session.** It can be the same one or a different one. It's best to stick with those that are logically similar, but changing eras or continents can lead to some interesting and challenging play as well.
- \* **Choose one Element per player to hold for consideration in the next session's Setup.** An Element is a Relationship, Need, Object, or Location, generally on an index card with the Element's Category and Detail. We'll call these "carryover Elements." They may or may not be used and don't require consensus to choose. Table talk is encouraged.
- \* **Choose a character you would like to see continue their story in the next session.** It's usually best, but not essential, that you choose a character who's still alive. It can be anyone who appeared in the game, not just characters tied to the network of Relationships built during the Setup. Write their name in pencil on the carryover Element you chose. Don't compare notes, just write down a name! If you aren't feeling it, don't write down any name.
- \* **Give all the cards to somebody trustworthy for safekeeping.** That somebody is probably you, considering the people you play with.

When choosing badass carryover Elements...

- \* **Go where the fun is.** You just had a fun session, right? What bits contributed the most and what cries out to be messed with further? Pick those. Conversely, which ones have been beaten into the ground, definitively resolved, or otherwise worked over? Don't pick those.
- \* **Be obvious.** Go with what made an impression on you. Was it a father-son relationship dynamic that might reappear in a new light? A classic car handed down over generations? The burnt-out husk of a classic car once handed down over generations? When in doubt, choose an Object.

- \* **Don't be obvious.** Sometimes an unusual choice is best, but be judicious. Locations, in particular, can be difficult to port from one Playset to the next, but they're very potent connections when used thoughtfully. Look for stuff that will be entertaining and challenging to include in a new time or place.

## STARTING YOUR NEXT SESSION

During the next session of your Trainwreck...

- \* **Begin the Setup as usual.** Place dice (2 black, 2 white per player) on the table and get out the Playset and the carryover Elements you chose at the end of the previous session.
- \* **Assign carryover characters.** See which character names were written down and announce them. These characters (or, sometimes, character) will be returning in some capacity. The person who played them in the previous session should assign them to a player—it can be themselves, but it's much more fun to assign them to somebody else.
- \* **As in the normal Setup, take turns selecting Elements.** On their turn, each player can opt to select and place one of the carryover Element if they wish.
- \* **Place carryover Elements.** Every carryover Element is a complete Category/Detail set, equivalent to two dice. For each one that's chosen, remove one black and one white die from the pool.
- \* **Complete the Setup.** Once all the Elements are in place and the dice are gone, create and name any new characters as usual. As a group, talk about how the carryover Elements affect the Setup. How much time has passed? How did the carryover characters get into these new Relationships?

A few notes on placing carryover Elements...

- \* **Keep it loose.** Carryover Elements don't need to be attached to the same Relationships or other Elements as in the last session.
- \* **Keep it tight.** If any Elements no longer seem like a good fit, ignore or discard them. If no one chooses to add a carryover Element, it simply isn't used.
- \* **Collaborate.** Carryover Elements will make dice disappear from the pool more quickly and not everyone will get the same number of turns in the Setup. Work together as you choose for best results.

# FRAMING OPTIONS

There are lots of ways you can chain *Fiasco* play together. You'll have a better idea which makes the most sense after your first session. Here are four reliable ways to frame your odyssey of malfeasance and regret.

## THE TRILOGY

Choose three contemporaneous Playsets and play them out over three sessions, weaving the characters' stories together through different settings. This is the easiest and perhaps most fun, and it's the default for Trainwreck play.

For example, using the Playsets included here, we began with *Business Casual*, which ended in flames and firings. Some of the former employees joined Michael Tree's family at *Rainbow Mountain* during our next session. Finally we ended at *Poppleton Mall*, years after the ATF raid scattered the disillusioned family members, only to have them reunited as glassy-eyed Santa's helpers.



Here are some other good Playset combinations:

- \* **World Tour:** *Flyover*, *Touring Rock Band*, and *Gangster London*.
- \* **Quiet Life:** *Home Invasion*, *Tales from Suburbia*, and *Main Street*.
- \* **America Damn:** *Jersey Side*, *Touring Rock Band*, and *The Zoo*.
- \* **Jet Set:** *The Penthouse*, *Flight 1180*, and *Hollywood Wives*.
- \* **College Kids:** *Break A Leg*, *Town and Gown*, and *Camp Death*.
- \* **Cold War:** *DC73*, *Red Front*, and *Tales From Suburbia*.

# THE DOCUDRAMA

With this frame, you play out three sessions following one thematic element through a series of historical Playsets. At the end of the first session, decide by consensus which non-Relationship Element will be the sole carryover.

For example, the story could follow a series of letters written in 1953 Havana, later found in Dallas in 1963, and then finally in DC in 1973. Whose hands have held those letters? How many lives have they destroyed?



Alternately, the story could focus on a single Location, possibly with scenes told in flashback. If you try this format with a Need, make sure it's non-specific to the initial Playset.

For fans of history, it can be especially fun to pull real people and events from the period into your game. How does your story quietly (or not so quietly) impact actual history?

Here are some solid "historical" Playset combinations:

- \* **Family Tree:** *Reconstruction*, *New York 1913*, and *Jersey Side*.
- \* **Hot Peace:** *Havana 1953*, *Dallas 1963*, and *DC73*.
- \* **Merry Olde:** *London 1593*, *Salem 1692*, and *Transatlantic*.
- \* **Consigliere:** *New York 1913*, *Havana 1953*, and *Vegas*.





## THE SERIES

To emulate the seasons of an ongoing television series, use the same Playset exclusively. Each session is a “season” and has its own complete story arc within the greater story. Reusing the same Playset creates a very consistent setting with slight variations of focus. A group of recurring characters is important, but they can shift in importance from session to session, with primary characters fading to the background while others step into the spotlight. If you’ve watched *Breaking Bad*, *the Office*, or any number of other shows over multiple seasons, you can see how this works.



This format will work for any Playset, but probably works best with less constrained ones. While *Manna Hotel* or *Lucky Strike* would probably work, *Objective: Zebra* would not, and none of these gives you the breathing room of, say, *Main Street*, *Vegas*, or *Gangster London*.

## GOING OFF THE RAILS

These are just the few frames and Playset combinations that we’ve worked out and tested, but we know there are more. Perhaps custom Playsets could be written specifically for Trainwreck play, providing more great story hooks. Maybe you’ll find a pattern that works well across more than three Playsets, or ties together settings nobody would expect. We look forward to seeing what you come up with!



# OTHER TIPS

## KEEP IT SNAPPY

Don't let too much time pass between sessions of a Trainwreck. Many of the best bits of story emerge from play instead of from the Elements on the table, and keeping those fresh in your minds will give the game more energy. In a long convention slot you could even play the whole thing in one sitting!

## WRITE IT DOWN

It's also very helpful to make some notes as you play an extended game, to keep everything straight. Index cards work perfectly for this—every time a prominent character, Element, or juicy plot twist is introduced, give that bit of character or color its own card. Keep these with the carryover Elements as reminders.

## THINK ABOUT PACING

Once you've decided to play out a Trainwreck, think about the game's overall thematic arc. You can pace the craziness a little by choosing the soft Tilt and Aftermath tables (from *The Fiasco Companion*) for one or more of your sessions. There's nothing wrong with freely mixing these—play with a standard hard Tilt and soft Aftermath for a chaotic but ultimately survivable session, for example.

Playing “hard-soft-hard” across three sessions is a good combination. Of course, so is “hard-hard-hard.” There just won't be many original pieces left to play with by the end.

## FLASHBACKS AND FLASHFORWARDS

This style of extended play lends itself really well to flashbacks. There is nothing better than a well-placed scene that provides eye-opening context to something that happened in the previous session, perhaps tying things together or shedding new light on an odd decision or moment of truth. Look for these and capitalize on them. If a session ends with some unanswered questions, tuck those in your pocket to pull out later.

A related trick for the far-seeing and devilish is to use flash-forwards to cement weird details that must emerge in a future session. There's more discussion of how to play with time in *The Fiasco Companion*.

# FILMOGRAPHY

The following are just a few films, film series, and television shows that demonstrate how a Trainwreck story might work.

- \* *Ghostbusters 1 and 2*
- \* *Forgetting Sarah Marshall and Get Him to the Greek*
- \* *Back to the Future 1, 2, and 3*
- \* *The Hangover 1 and 2*
- \* *Sherlock Jr, The Navigator, and Seven Chances*
- \* *The Evil Dead or Evil Dead II, and Army of Darkness*
- \* Takashi Miike's *Dead or Alive* trilogy
- \* *Kill Bill 1 and 2*
- \* *Every Which Way But Loose and Every Which Way You Can*
- \* *From Dusk 'Til Dawn 1 and 2*
- \* *Clerks, Mallrats, and Clerks 2*
- \* *Pulp Fiction*
- \* *Cidade de Deus*
- \* *Four Rooms*
- \* *Heavy Metal*
- \* *Red Violin*
- \* *Breaking Bad (TV)*
- \* *The Wire (TV)*
- \* *A Fistful of Dollars, For a Few Dollars More, and The Good, the Bad and the Ugly*
- \* *Trainspotting and Shallow Grave*
- \* *The Godfather* trilogy
- \* *Amores Perros*

2340	S84	129438	TRANS NO 00001670	LOG F ZZY704987321	ACC NO 2211	AGD778	WINKL
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2340	S84	129438	TRANS NO 00001675	LOG F ZZY704987321	ACC NO 2212	AGD778	BROWN
2340	S84	129438	TRANS NO 00001676	LOG F ZZY704987321	ACC NO 2212	AGD778	DAVIS
2340	S84	129438	TRANS NO 00001670	LOG F ZZY704987321	ACC NO 2212	AGD778	DILLE
2340	S84	129438	TRANS NO 00001671	LOG F ZZY704987321	ACC NO 2212	AGD778	MASON
2340	S84	129438	TRANS NO 00001672	LOG F ZZY704987321	ACC NO 2212	AGD778	WESTE
2340	S84	129438	TRANS NO 00001673	LOG F ZZY704987321	ACC NO 2212	AGD778	MOORE
2340	S84	129438	TRANS NO 00001674	LOG F ZZY704987321	ACC NO 2212	AGD778	CRAFT
2340	S84	129438	TRANS NO 00001675	LOG F ZZY704987321	ACC NO 2212	AGD778	TAYLO
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2340	S84	129438	TRANS NO 00001677	LOG F ZZY704987321	ACC NO 2212	AGD778	ZUCKE
2340	S84	129438	TRANS NO 00001678	LOG F ZZY704987321	ACC NO 2212	AGD778	NELSO
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2340	S84	129438	TRANS NO 00001680	LOG F ZZY704987321	ACC NO 2212	AGD778	MILLT
2340	S84	129438	TRANS NO 00001681	LOG F ZZY704987321	ACC NO 2212	AGD778	MITCH
2340	S84	129438	TRANS NO 00001682	LOG F ZZY704987321	ACC NO 2212	AGD778	ROBER
2340	S84	129438	TRANS NO 00001683	LOG F ZZY704987321	ACC NO 2212	AGD778	TURNE
2340	S84	129438	TRANS NO 00001684	LOG F ZZY704987321	ACC NO 2212	AGD778	PHILL
2340	S84	129438	TRANS NO 00001685	LOG F ZZY704987321	ACC NO 2212	AGD778	WHITE
2340	S84	129438	TRANS NO 00001686	LOG F ZZY704987321	ACC NO 2213	AGD778	HARRI
2340	S84	129438	TRANS NO 00001687	LOG F ZZY704987321	ACC NO 2213	AGD778	PINKM
2340	S84	129438	TRANS NO 00001688	LOG F ZZY704987321	ACC NO 2213	AGD778	GUSTI
2340	S84	129438	TRANS NO 00001689	LOG F ZZY704987321	ACC NO 2214	AGD778	FRING
2340	S84	129438	TRANS NO 00001690	LOG F ZZY704987321	ACC NO 2214	AGD778	REED
2340	S84	129438	TRANS NO 00001691	LOG F ZZY704987321	ACC NO 2214	AGD778	COOK
2340	S84	129438	TRANS NO 00001692	LOG F ZZY704987321	ACC NO 2214	AGD778	MORGA
2340	S84	129438	TRANS NO 00001693	LOG F ZZY704987321	ACC NO 2214	AGD778	RICHA
2340	S84	129438	TRANS NO 00001670	LOG F ZZY704987321	ACC NO 2214	AGD778	GREY
2340	S84	129438	TRANS NO 00001981	LOG F ZZY704987321	ACC NO 2214	AGD778	MARTI
2340	S84	129438	TRANS NO 00001982	LOG F ZZY704987321	ACC NO 2214	AGD778	COLBE
2340	S84	129438	TRANS NO 00001983	LOG F ZZY704987321	ACC NO 2214	AGD778	WATSO
2340	S84	129438	TRANS NO 00001984	LOG F STEVE	ACC NO 2214	SEGEDY	BROOK
2340	S84	129438	TRANS NO 00001985	LOG F ZZY704987321	ACC NO 2214	AGD778	KELLY
2340	S84	129438	TRANS NO 00001986	LOG F ZZY704987321	ACC NO 2215	AGD778	RAMIR
2340	S84	129438	TRANS NO 00001987	LOG F ZZY704987321	ACC NO 2215	AGD778	GARCI
2340	S84	129438	TRANS NO 00001988	LOG F ZZY704987321	ACC NO 2215	AGD778	ROGER
2340	S84	129438	TRANS NO 00001989	LOG F ZZY704987321	ACC NO 2215	AGD778	GONZA

# BUSINESS CASUAL

## CREDITS

Written by Steve Segedy

Edited by Jason Morningstar

Cover art by Jason Morningstar

## THE SCORE

FROM: pete.champ@integratedpacketlogistics.com  
TO:[ALL STAFF]

Good morning!

As part of our ongoing effort to increase efficiencies and refocus on consumer centricity, we are shifting overall management of the ERD program from CIT Infrastructure to User Support and Engagement. Going forward, CIT team leaders will continue to identify and pilot ways to integrate the Operational-level Agreement into all ERD activities while the US&E task force will create actionable best practices for the ERD. I am sure you will agree that this configuration offers an improved alignment that should help us to maximize our support of this important program.

To facilitate this transition, consultants from Ceasar Marketing will make recommendations for a top-down reorganization in order to best leverage core competencies across both divisions. All managers will be conducting employee reviews to identify inefficiencies. We appreciate your support as we transition these responsibilities and formulate best practices.

If you have any questions (or out-of-the-box implementation ideas that really break out of our silos) don't hesitate to touch base offline with your manager.

Best,

Pete

Peter Champ II  
Associate Vice President for Communications  
Integrated Packet Logistics LLC

## MOVIE NIGHT

*Office Space, The Office (TV), The IT Crowd (TV), Cedar Rapids, Extract*

# RELATIONSHIPS...

## 1 SUITS

- ☐ Middle management “boys’ club”
- ☐ Manager and right-hand man
- ☐ Programmer troll and supervisor
- ☐ Boss and secretary
- ☐ Crappy manager and the friend she hired
- ☐ Interviewer and interviewee/new hire

## 2 COWORKERS

- ☐ Cubicle neighbors
- ☐ New hire and jaded old guy
- ☐ Temps from the same agency
- ☐ Members of the ABCA Section 100 Compliance committee
- ☐ Office scapegoat and the one really to blame
- ☐ Primadonna and office wise-guy

## 3 ROMANCE

- ☐ Drunken make-out at the holiday party
- ☐ Sleeping with the boss
- ☐ “Nobody at work needs to know about this, right?”
- ☐ Lusting for the hot new temp
- ☐ Coffee shop barista and favorite customer
- ☐ Maintenance guy and suspiciously clumsy employee

## 4 SUPPORT

- Security and about-to-be-laid-off employee
- ◡ Custodial staff and late-night worker
- ◢ Frustrated user and tech support
- ◣ Human Resources and new hire
- ◤ Warehouse and suit
- ◥ Consultant and employee

## 5 FRIENDS

- Online chat buddies
- ◡ Mentor and apprentice
- ◢ Smokers
- ◣ Boyfriend and girlfriend, but not of each other
- ◤ Fellow burnouts/cynics
- ◥ Party organizer and birthday boy/girl

## 6 FAMILY

- Competitive siblings
- ◡ Husband and wife
- ◢ Boss and idiot progeny
- ◣ Take Your Child To Work day
- ◤ Alumni from the same college
- ◥ "If they find out we're related one of us will be fired."

...IN THE CUBE FARM

# NEEDS...

## 1 TO GET EVEN

- ...by bringing down the system
- ...by showing those bastards who's really in charge
- ◡ ...by locating the duplicate financials
- ⊠ ...by making those fucking suits suffer
- ⊞ ...by stealing everything that's not nailed down
- ⋮ ...by getting someone fired

## 2 TO GET YOUR SLICE OF THE PIE

- ...by climbing over everyone else
- ...by getting promoted over that goon
- ◡ ...without drawing any suspicion
- ⊠ ...by creating a start-up to steal all the business
- ⊞ ...if by "pie" you mean Alice in Human Resources
- ⋮ ...from the Chicken Hut in West Branch

## 3 TO GET IT DONE

- ...by drafting a proper mission statement
- ...by getting the new enterprise software launched
- ◡ ...by getting a work visa extended
- ⊠ ...by five o'clock, or it's curtains for you
- ⊞ ...properly, without a damned committee for once
- ⋮ ...without leaving a trace



## 4 TO GET AWAY

- ...with full benefits and severance
- ...by getting blackout drunk
- ◡ ...by getting fired and going out in a blaze of glory
- ⊠ ...on a dream vacation
- ⊞ ...with murder
- ⊟ ...before they find out

## 5 TO GET LOVE

- ...by finding your soul mate
- ...by finding your fuck mate
- ◡ ...to fill the emptiness
- ⊠ ...by stalking your co-worker
- ⊞ ...and use it as a stepping stone
- ⊟ ...Todd Love, that is

## 6 TO GET RESPECT

- ...from Corporate, by laying off half your staff
- ...from your employees, by being their friend
- ◡ ...from your corporate peers, by being ruthless
- ⊠ ...from your community, by making a difference
- ⊞ ...from someone special, by lying
- ⊟ ...through membership in Promise Hill Country Club

**...IN THE CUBE FARM**

# LOCATIONS...

## 1 UNCOMFORTABLE

- On top of the boss' desk
- An elevator, stuck between floors
- The corporate "life transition" room
- ◐ In front of the CEO
- ◐ Vest pocket of the CFO's suit
- ◑ The cubicle with the odor

## 2 HIDDEN

- Locked desk drawer
- Above the suspended ceiling
- Behind the boxes in Technical Services
- ◐ In plain sight
- ◐ In the guts of the ancient AS/400
- ◑ Beneath the concrete floor of the new addition

## 3 NERD WORLD

- Instant message chat room
- Ancient Intranet file directory
- Wiring closet
- ◐ Technical Services office
- ◐ In the basement with the pipes
- ◑ Deep in the Content Management System

## 4 ON BREAK

- ☐ Coffee shop on the corner
- ☐ Smoking area by the loading dock
- ☐ Water-cooler
- ☐ Vending machines
- ☐ Handicap stall in the restroom
- ☐ Janitor's closet

## 5 TRAPPED

- ☐ The basement server room
- ☐ Staff meeting in the "teaming" room
- ☐ Another weekend in the office
- ☐ On the roof
- ☐ On tape by the security camera
- ☐ In the trash compactor with a Bichon Frise

## 6 MANDATORY FUN

- ☐ The monthly break-room birthday party
- ☐ Team-building at the outdoor ropes course
- ☐ After hours meeting at Chesty's
- ☐ A work-lunch in the conference room
- ☐ Project management training seminar
- ☐ Building evacuation

...IN THE CUBE FARM

# OBJECTS...

## 1 ODD

- ◻ Non-denominational Secret Santa gift
- ◻◻ Cardboard box full of personal possessions
- ◻◻◻ Hoard of office supplies, squirreled away in a closet
- ◻◻◻◻ A love note in 6 point Times New Roman
- ◻◻◻◻◻ Desktop shrine to a celebrity
- ◻◻◻◻◻◻ Disturbing war trophy

## 2 ILLICIT

- ◻ A bottle of whiskey in a desk drawer
- ◻◻ Somebody's review and performance evaluation
- ◻◻◻ A USB key full of gas mask porn
- ◻◻◻◻ Corporate financials with a ticking logic bomb attached
- ◻◻◻◻◻ A box that "fell off the truck"
- ◻◻◻◻◻◻ A candid memo from corporate

## 3 VALUABLE

- ◻ All-expense paid trip to the Paradise Casino in Las Vegas
- ◻◻ Fresh shirt from the dry cleaners
- ◻◻◻ Vendor contract for enterprise software
- ◻◻◻◻ The real account books/secret files
- ◻◻◻◻◻ List of top customers/sales leads
- ◻◻◻◻◻◻ Free pizza!

## 4 ENRAGING

- ▣ Motivational poster
- ▣ Rotting food in the staff refrigerator
- ▣ Whiteboard, erased save for the DO NOT ERASE message
- ▣ Ancient, malfunctioning equipment that can't be replaced
- ▣ Malfunctioning motion-activated toilet in the restroom
- ▣ The stack of work someone is doing this weekend

## 5 DANGEROUS

- ▣ Stapler
- ▣ Fresh pot of coffee
- ▣ Passive-aggressive note, with grammar corrected
- ▣ Sticky note reading "PASSWORD: 123ABC"
- ▣ Metal shiv made from a hanging file folder rod
- ▣ A collection of rare earth magnets

## 6 TROUBLE

- ▣ Shredded document, carefully taped together again
- ▣ Dubious Powerpoint presentation
- ▣ Corporate credit card
- ▣ Master key/custodial key ring
- ▣ Broken AC system
- ▣ Executive memo from Corporate with a list of names

...IN THE CUBE FARM



# **RAINBOW MOUNTAIN**



# RAINBOW MOUNTAIN

## CREDITS

Written by Jason Morningstar and Autumn Winters

Edited by Steve Segedy

Cover art by Jason Morningstar

## THE SCORE

### AN INTENTIONAL COMMUNITY

Rainbow Mountain is more than a place—it's an idea, and the people who live and work there are true idealists. Called back to the land, escaping toxic cities and a diseased way of life, they seek to build utopia on a few perfect acres of mountain land, far from the troubles of the modern world. A place where they can reject all that is broken in the modern world and embrace a new, simpler way of life.

Of course, trouble has a way of sniffing out the fault lines of power, sex, and ambition—even when the power is over a bureaucratic committee, the sex is free for all, and the ambition involves a yogurt maker and a dairy goat...

### MOVIE NIGHT

*Commune, Free Spirits, Happiness Runs, The Hog Farm Movie, Martha Marcy May Marlene, My Queen Karo, Some Too Quiet Gentlemen*

# RELATIONSHIPS...

## 1 COMMUNITY

- ◻ Dirty bum and member of the Shelter and Clothing Committee
- ◻• Utopian idealist and worried pragmatist
- ◻• New arrivals
- ◻• State Police informant and Finance Committee member
- ◻• Michael Tree's least-favored duo
- ◻• Schemers willing to sacrifice Rainbow Mountain's vision

## 2 WORK

- ◻ Michael Tree's right and left hands
- ◻• The only two who know anything about actual work
- ◻• Goat wrangler for the Farm Committee and animal rights crusader
- ◻• Hard worker and the one who never does anything productive
- ◻• Outside Work Committee leader and worker in West Branch
- ◻• Unappreciated scut workers on the Meals Committee

## 3 CRIME

- ◻ Farm and Husbandry Committee pot grower and dealer
- ◻• Outside Work and Finance Committee money launderers
- ◻• Finance Committee bookkeeper and Cindy Peppering
- ◻• Michael Tree's fixer and the one needing fixing
- ◻• Amity Committee procurer and innocent newcomer
- ◻• Hole-digger and hole-filler for Shelter and Clothing Committee



## 4 ROMANCE

- ☐ Taking their duties on the Amity Committee quite seriously
- ☐ Mutually lusting after Cindy Peppering
- ☐ Uncomfortably sharing a love partner
- ☐ “It’s inevitable and everyone is rooting for you two!”
- ☐ Love partners of Michael Tree
- ☐ “The community would fall apart if they knew.”

## 5 MICHAEL TREE AND...

- ☐ His former love partner
- ☐ A spiritual traveler
- ☐ Christian Terry
- ☐ The conscience of the community
- ☐ A young Tree
- ☐ Cindy Peppering

## 6 FAMILY

- ☐ Committed love partners
- ☐ Legal husband and wife
- ☐ Older siblings who joined Rainbow Mountain together
- ☐ Parent and child
- ☐ Spiritual connection
- ☐ Commune siblings who grew up together

...ON RAINBOW MOUNTAIN

# NEEDS...

## 1 TO GET EVEN

- ...with the bastard who broke the yogurt maker
- ...with Rainbow Mountain's farmer neighbor, John Peppering
- ◡ ...by making discrete phone calls down in West Branch
- ◢ ...by exposing Michael Tree's shocking past
- ◣ ...with the humiliating Amity Committee
- ⊠ ...by secretly wrecking the yogurt maker

## 2 TO GET INTO

- ...the Finance Committee, to save Rainbow Mountain
- ...Michael Tree's spiritually elevated pants
- ◡ ...the locked room
- ◢ ...yogurt-making
- ◣ ...old man Peppering's barn at the base of the mountain
- ⊠ ...the Rainbow Mountain One Peace Band

## 3 TO GET RESPECT

- ...from everyone, by saving Rainbow Mountain from itself
- ...by starting a yogurt shop in West Branch
- ◡ ...for being diligent workers and committed followers
- ◢ ...from Michael Tree
- ◣ ...from your parents
- ⊠ ...through fear

## 4 TO REBEL

- ☐ ...by quitting the Meals Committee
- ☐• ...by stealing a bale of marijuana from the Farm Committee
- ☐•• ...by sticking it to that blow-hard, Michael Tree
- ☐••• ...by organizing a coup d'etat
- ☐•••• ...by exploiting the Amity Committee's policies on love partners
- ☐••••• ...by bringing forbidden items into the community

## 5 TO GET THE TRUTH

- ☐ ...about the fallout shelter
- ☐• ...about the State Police investigation
- ☐•• ...about what goes on in the meditation room
- ☐••• ...about Cindy Peppering
- ☐•••• ...about the "special yogurt"
- ☐••••• ...about the missing cash

## 6 TO GET CONTROL

- ☐ ...of the Finance Committee, to siphon off funds
- ☐• ...of your family
- ☐•• ...of old man Peppering's farm, to expand the commune
- ☐••• ...of the Midwifery Subcommittee
- ☐•••• ...of the Farm and Husbandry Committee, to save the animals
- ☐••••• ...of the yogurt maker

...ON RAINBOW MOUNTAIN

# LOCATIONS...

## 1 SECRET PLACES

- Inside the wheel well of the Farmall Model H tractor
- ◻ The Common House's attic
- ◻ Under a false board in the bakery
- ◻ Michael Tree's jacket pocket
- ◻ Inside the boarded up goat farm house
- ◻ Fallout shelter and emergency stockpile

## 2 WEST BRANCH

- County Free Clinic
- ◻ County courthouse and jail
- ◻ Chicken Hut
- ◻ West Branch public library
- ◻ Fun World Minipark
- ◻ Choice Cuts Boutique

## 3 THE MOUNTAIN

- Abandoned mine
- ◻ The waterfall
- ◻ The bald summit and ceremonial circle
- ◻ Old man Peppering's back forty
- ◻ Gate at the foot of the property
- ◻ Reject's encampment

## 4 RAINBOW CITY

- ▣ Wellhead, pumphouse, and generator shed
- ▣ New, half-finished dormitory
- ▣ Cook House and bakery
- ▣ Old dormitory
- ▣ Michael Tree's yurt
- ▣ Meal House

## 5 GOAT FARM

- ▣ Big Red Tent
- ▣ Hay field
- ▣ Roof of the old boarded up farmhouse
- ▣ Half-finished tractor garage
- ▣ Milking barn
- ▣ Kid barn

## 6 TREE'S TREEHOUSE

- ▣ Michael Tree's meditation room
- ▣ Tire swing
- ▣ School room
- ▣ Michael Tree's pickup truck
- ▣ The Committee Hall
- ▣ Above the tree house, in the tree

...ON RAINBOW MOUNTAIN

# OBJECTS...

## 1 PRIVATE PROPERTY

- ☐ Plastic high fashion doll and accessories
- ☐ Black and white television
- ☐ Washing machine
- ☐ Diamond wedding band
- ☐ Secret recipe
- ☐ War trophy RG-42 hand grenade

## 2 COMMUNITY RESOURCES

- ☐ Farmall Model H tractor
- ☐ Several dozen Toggenburg dairy goats
- ☐ Community swap pile
- ☐ Yogurt maker
- ☐ Rainbow Mountain One Peace Band bus (currently broken)
- ☐ A truckload of organic granola

## 3 INFORMATION

- ☐ The identity of a newborn's father
- ☐ A persistent rumor
- ☐ State Police informant's notes
- ☐ Overheard phone conversation
- ☐ Time and place of the big drug hookup
- ☐ Eyewitness to the yogurt machine's destruction

## 4 BAD THINGS

- ▣ Head lice
- ▣ Hail storm
- ▣ Poisoned yogurt
- ▣ Stolen shotgun
- ▣ PCP-laced dope
- ▣ Unmarked grave on the mountainside

## 5 OUTSIDE WORLD

- ▣ Somebody's parents
- ▣ Water-damaged photo album
- ▣ Free Clinic birth control pills
- ▣ "Family Feast" Chicken Hut twenty-piece bucket
- ▣ Court summons, and the process server delivering it
- ▣ Slightly out of style business suit

## 6 MYSTICAL

- ▣ Mayonnaise jar full of LSD tabs
- ▣ Baby deer
- ▣ Community mandala
- ▣ Illegal hoard of eagle feathers
- ▣ Michael Tree's medicine bag
- ▣ A double rainbow

...ON RAINBOW MOUNTAIN

# POPPLETON MALL





# POPPLETON MALL

## CREDITS

Written by Jason Morningstar and Autumn Winters

Edited by Steve Segedy

Cover art by Jason Morningstar

## THE SCORE

### A RETAIL WONDERLAND

It's time to make a trip to Poppleton Mall for the best in shopping, entertainment, and dining! Whether you enjoy a relaxing dinner at Versace's Pizzeria or spend the day shopping at all your favorite stores, Poppleton Mall offers a complete entertainment experience. From Arapaho Leather Goods to T. Esquire, from the Poppleton-8 multiplex to our beautiful glass atrium, Poppleton Mall truly has something for everyone.

Join us for the holidays, when Santa reigns over his throne room and the atrium rings with the sounds of merry-making from the magical Winterland stage! Your children will always remember their visit to Poppleton Mall's Santaland.

Poppleton Mall is conveniently located at the intersection of the Red Apple Parkway and State Road 217.

### MOVIE NIGHT

*Bad Santa, Mall Rats, The Blues Brothers, Dawn of the Dead, Elf*

### HOLIDAY SPIRIT WARNING

If you're not in the mood for elves, each Christmas-themed Playset Element is followed by one in parenthesis that works great the rest of the year.

# RELATIONSHIPS...

## 1 FAMILY

- Godparent and godchild
- Parent and stepchild
- Siblings
- Bonded in a cult
- Grandparent and grandchild
- Close cousins

## 2 WORK

- Manager and employee
- Retail competitors
- Old hand and new guy
- Slackers
- Employee and regular customer
- Shopaholics

## 3 BAD FRIENDS

- You owe him your life
- He owes you his job
- Hero and chump
- Bitter rivals
- Self help partners
- Too much dirt on each other to really be enemies

## 4 ROMANCE

- Divorced but still a couple
- ◡ Current spouses but the clock is ticking
- ◢ Manager and employee
- ◣ Uncomfortable work hook-up
- ◤ Casually dating couple
- ⋮ Stalker and obsession

## 5 CRIME

- Drug dealer and best customer
- ◡ Till-tapping register thieves
- ◢ Shoplifter and clerk
- ◣ Vandal and mall cop
- ◤ Registered sex offender and community activist
- ⋮ Professional grifter and mark

## 6 GOOD FRIENDS

- Neighbors
- ◡ Odd couple
- ◢ Work buddies, nothing more, seriously
- ◣ Friends with benefits
- ◤ Church friends/frenemies
- ⋮ Joined in a secret cause

...IN POPPLETON MALL

# NEEDS...

## 1 TO GET LOST IN

- ☐ ... the miracle of Christmas (or your degrading job)
- ◻ ... a misguided fling
- ◻ ... running the show
- ◻ ... a new you, better than the old you
- ◻ ... an innocent delusion
- ◻ ... a big pile of cash

## 2 TO GET EVEN WITH

- ☐ ... all the two-faced bastards who ruined you
- ◻ ... the local drug dealer
- ◻ ... the “Community Policing Officer”
- ◻ ... a family member
- ◻ ... the dirty immigrants
- ◻ ... your old high school rival

## 3 TO GET RICH THROUGH

- ☐ ... hard work and a square deal
- ◻ ... creative accounting
- ◻ ... abusing workers
- ◻ ... ripping off a drug dealer
- ◻ ... robbing Santaland (or Baldwin Jewelers)
- ◻ ... running somebody out of business

## 4 TO GET AWAY WITH

- ... leaving your old life behind you
- ... murder
- ◐ ... crossing the Satanists one final time
- ◑ ... a little casual arson
- ◒ ... turning obsession into true love
- ◓ ... abandoning your family

## 5 TO GET LAID BY

- ... anonymous mall rats by the dozens
- ... the hottie at Santaland (or Muscle Logic)
- ◐ ... Santa (or your best friend)
- ◑ ... hurting someone—maybe yourself
- ◒ ... an innocent, to prove a point
- ◓ ... your boss, to get ahead

## 6 TO GET OFF ON

- ...how much you can slack off without getting caught
- ...primo pipeweed with the Elves (or Hobbits)
- ◐ ... making secret recordings
- ◑ ... humiliating your boss
- ◒ ...getting off. In the dressing rooms of T. Esquire
- ◓ ...lording it over your crew

**...IN POPPLETON MALL**

# LOCATIONS...

## 1 WEST END

- Manager's office in T. Esquire
- T. Esquire Kids!
- Crawlspace above Dreamcatcher
- Baldwin Jewelers
- Poppleton-8 Cinemas
- Denham's department store shipping and receiving

## 2 EAST END

- Doobie's Pet World
- Arapaho Leather Goods
- MegaPhone phone accessory kiosk
- Muscle Logic
- Game Town
- Emo Warehouse store-room

## 3 THE ATRIUM

- The men's bathroom
- The Christmas Store (or Stuart's Formalwear)
- Santa's throne room (or Cookie Wheel kiosk)
- Winterland stage (or the fountain)
- Friar Tuck's Diet Delight
- Empty, boarded-up shell of Versace's Pizza

## 4 OUTSIDE

- ▣ Behind the West End trash dumpsters
- ▣ In an SUV in the parking lot
- ▣ The woods by the mall storm water runoff pond
- ▣ The T. Esquire loading dock
- ▣ Designated smoking area
- ▣ In the Masco sweeper truck cab

## 5 EMPLOYEES ONLY

- ▣ Mall manager's office
- ▣ Security camera station
- ▣ Employee break room
- ▣ Underground piping and wiring corridor
- ▣ Trash compactor room
- ▣ Catwalk above the Atrium

## 6 BEYOND THE MALL

- ▣ A shitty apartment in Redbud Court
- ▣ A self-storage unit with three padlocks on the door
- ▣ Captain Crab's Catch of the Day
- ▣ Michelle's Tavern—help wanted all shifts, all positions
- ▣ County Probation Department offices
- ▣ A nice house in Poppleton Terrace

...IN POPPLETON MALL

# OBJECTS...

## 1 CALL SECURITY OR YOUR GIRLFRIEND

- ▣ Syringes of human growth hormone
- ▣◦ Stillborn baby in a T. Esquire Kids! bag
- ▣◦ A USB key stuffed with remarkable digital photos
- ▣◦ Gift-wrapped kilo of cocaine
- ▣◦ Satanic ritual paraphernalia
- ▣◦◦ Human liver in a transplant cooler

## 2 DULY NOTED

- ▣ A damp stack of ancient receipts
- ▣◦ A notarized letter, mis-delivered
- ▣◦ Surprising police scanner chatter
- ▣◦ Armored truck delivery schedule notes
- ▣◦ Personnel records from T. Esquire
- ▣◦◦ A hand-written list

## 3 PHAT LEWT

- ▣ The keys to Baldwin Jewelers
- ▣◦ AKC registered Yorkshire terrier
- ▣◦ Bank bag stuffed with cash
- ▣◦ Velvet pouch of loose diamonds
- ▣◦ A custom velvet Santa suit (or an Elvis suit)
- ▣◦◦ Pre-release copies of *Cr0wned III* for PC



## 4 PRECIOUS MOMENTS

- ▣ A business's first dollar
- ▣ Photo album of local hip-hop duo "Poppleton and Locke"
- ▣ Lucky statue
- ▣ Framed Reagan portrait concealing something
- ▣ A very special couch
- ▣ Letter to Santa (or a love letter)

## 5 RIDES

- ▣ Santa's sleigh (or delivery van)
- ▣ Segway
- ▣ Tricked-out street racing Mitsubishi Lancer
- ▣ Barely running Cutlass Supreme
- ▣ Five thousand dollar bicycle
- ▣ Blackhawk helicopter

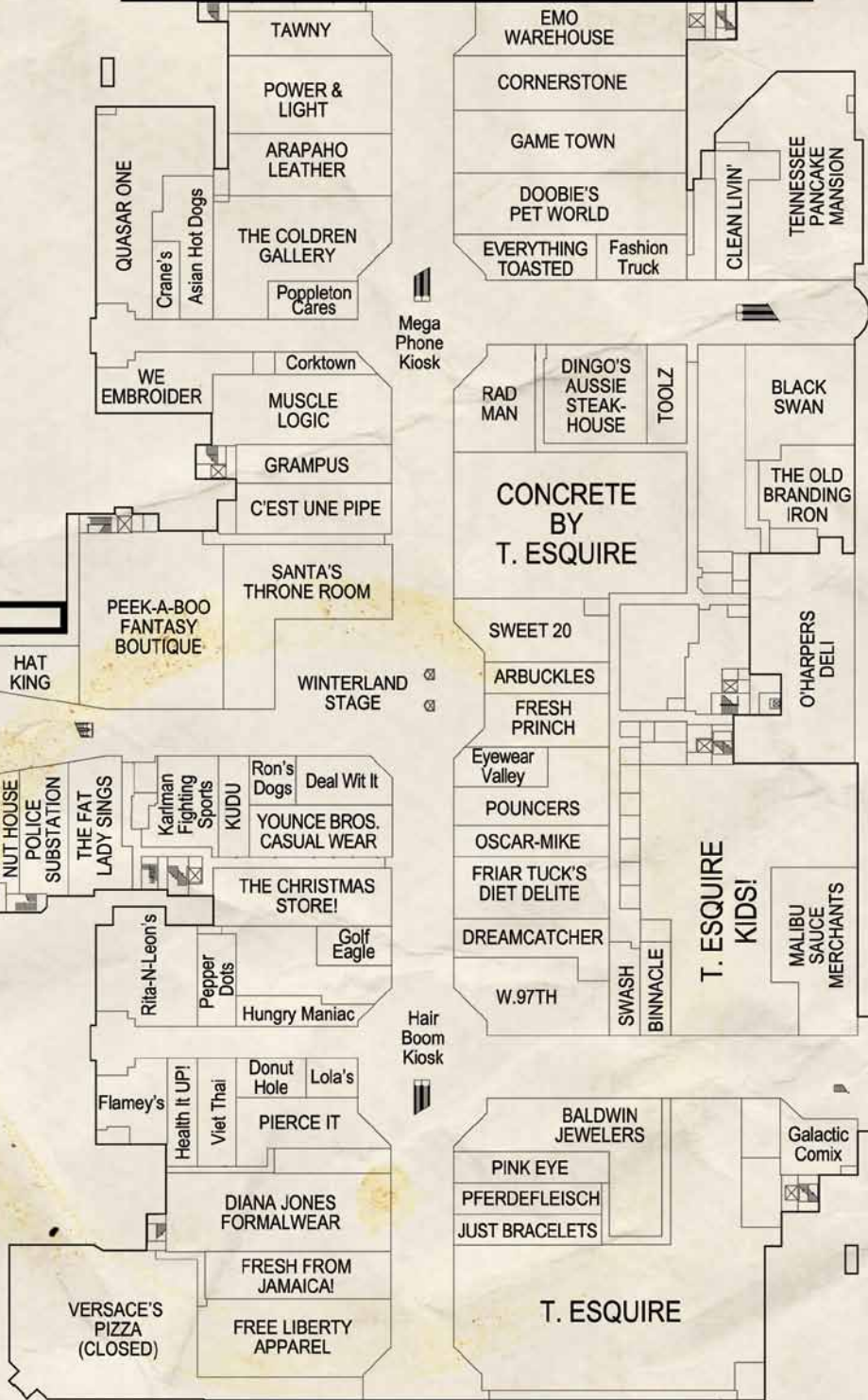
## 6 CANCEL CHRISTMAS

- ▣ Beretta M9 pistol
- ▣ Reindeer horn (or tree limb)
- ▣ Flask of hydrofluoric acid
- ▣ Autographed baseball bat
- ▣ Stainless steel snowflake (or Bowie knife)
- ▣ Swing arm of a paper cutter

...IN POPPLETON MALL

# Super Weick

PRAXIS



POPPLETON-8 CINEMAS

Denham's

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# AMERICAN DISASTERS

## A FIASCO PLAYSET COLLECTION

**American Disasters** is a collection of highly-polished Fiasco Playsets along with new optional rules for extended campaign-style play. These rules, called **Trainwreck Mode**, offer a new experience for veteran Fiasco players and address a frequent request by fans by helping you chain multiple sessions and Playsets together for a longer, richer, and more catastrophic story!

The included Playsets were written and developed in-house and chosen specifically for this collection to match the Trainwreck rules. They're all heavily-playtested and proven fiascos!

- ★ **Business Casual**—Pour yourself a cup of terrible coffee and enjoy this snapshot of life in a corporate IT office, complete with cubicles, malfunctioning copiers, and impotent, white-collar rage. It's the Monday that never ends!
- ★ **Rainbow Mountain**—Join Michael Tree and his family and build utopia on a few perfect acres of mountain land, far from the troubles of the modern world. Well, except all those problems you brought with you, of course.
- ★ **Poppleton Mall**—Come visit our shops during the holidays, when Santa reigns over his throne room and the atrium rings with the sounds of merry-making from the magical Winterland stage! Your children will always remember their visit to Poppleton Mall!



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