



**THE
DEPOT**

**A FIASCO PLAYSET BY
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THE DEPOT

CREDITS

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Special Thanks to Will Hindmarch, Kenneth Hite, Jen Wehrs, and our playtesters – you know who you are.

BOILERPLATE

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

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THE SCORE

SETTING IN BRIEF

Snow. Neck deep and everywhere. Far as the eye can see. It doesn't look to be letting up any time soon and here you are in the middle of it, stuck, countless miles from where you want to be and going nowhere fast. You were fortunate enough to find shelter from the blizzard in a backwoods bus depot. Unfortunately, now you find yourself caught in an interstitial moment, caught on the threshold between a past you're trying to get away from and the future you so desperately hope to achieve. What happens to you during these trapped moments, as the time ticks away like snowflakes caught in a storm?

MOVIE NIGHT

Alive, Fargo, The Grey, Lost, Midnight Run, The Shining, The Thing, Bus Stop

RELATIONSHIPS...

■ STRANDED PASSENGERS

- ▣ Parent and child
- ▣ Best friends
- ▣ Separated siblings, reunited
- ▣ Skip tracer and detainee
- ▣ Runaway and suspicious old man
- ▣ Tree-huggin' hippies

■ STATION FOLK

- ▣ Bum and good samaritan
- ▣ Diner waitress and cook
- ▣ Shoe shiner and paperboy
- ▣ Mechanic and stranded truck driver
- ▣ Call girls
- ▣ Janitors

■ LOCALS

- ▣ Sheriff and new deputy
- ▣ Farmer and teen daughter
- ▣ Journalist and informant
- ▣ Biker cousins
- ▣ Co-Lottery winners
- ▣ Copper miners

■ SWEETHEARTS

- Elopers
- Honeymooners
- Boss and secretary
- Fiancées
- Star-crossed lovers
- Former lovers

■ TROUBLE

- Station manager and irate customer
- Bus driver and rowdy passenger
- Health inspector and diner owner
- Con artist and mark
- Illegal aliens
- Junkie and dealer

■ LEFT OF CENTER

- Spiritualist and believer
- Creationist and evolutionist
- Missionaries
- Stage magician and assistant
- Conspiracy theorist and town drunk
- Government spooks

...IN THE MIDWAY GAS 'N' DINE DEPOT

NEEDS...

■ TO GET OUT

- ... of here, RIGHT NOW!
- ... of this snowstorm
- ... of this podunk town
- ▣ ... of a relationship
- ▣ ... from under their thumb
- ▣ ... of a debt you can't repay

■ TO GET THE TRUTH ABOUT

- ... the blood in the snow
- ... why you're stuck here, really
- ... what's in those tanks
- ▣ ... how much they know
- ▣ ... who their parents really were
- ▣ ... how much time you have left

■ TO GET AWAY FROM

- ... the voices in your head
- ... everybody else
- ... your worthless partner
- ▣ ... that foul stench
- ▣ ... this lame ass job
- ▣ ... your past

■ TO GET RESPECT FROM

- ... your secret crush
- ... the rest of the staff
- ... your fellow passengers
- ... your superiors
- ... those naysayers who said you couldn't pull it off
- ... those who said it shouldn't be done

■ TO GET CONFIRMATION

- ... the target is dead
- ... the package has arrived
- ... the experiment is proceeding as planned
- ... the money has changed hands
- ... the document has been destroyed
- ... of "its" intentions

■ TO GET LAID

- ... right out there, in the snow
- ... by the one who keeps looking across the station at you
- ... before you lose your shit
- ... before these drugs wear off
- ... before it's too late
- ... because what happens here, stays here

...IN THE MIDWAY GAS 'N' DINE DEPOT

LOCATIONS...

■ CONFINED SPACE

- ▣ Meat locker
- ▣ Restroom at the back of the bus
- ▣ Stuffed in a suitcase
- ▣ Under-bus luggage compartment
- ▣ The revolving door
- ▣ Trunk of the old rusty Plymouth

■ OUT THERE

- ▣ At the crossroads
- ▣ Under the street lamp
- ▣ In the ditch across the street
- ▣ Under the snow
- ▣ Hanging from the depot sign
- ▣ In the woods out back

■ IN HERE

- ▣ In the corner booth, under the table
- ▣ Garbage can in the center of the depot
- ▣ Behind the counter
- ▣ The break room
- ▣ In front of the departure door
- ▣ In the shower

■ UNDER LOCK AND KEY

- ▣ Cash box
- ▣ Crammed in a locker
- ▣ Broom closet
- ▣ Ticket booth
- ▣ Bus glove box
- ▣ Station Manager's office

■ WRONG PLACE

- ▣ Backseat of the squad car
- ▣ The grease pit
- ▣ Under the bus
- ▣ Caught in the vending machine
- ▣ In the dumpster
- ▣ Up on the roof

■ WRONG TIME

- ▣ Under the clock as it strikes...
- ▣ In the restroom, desperate pounding on the door
- ▣ In the time-locked safe
- ▣ As the overhead door is closing
- ▣ In the boiler room when the boiler fails
- ▣ Under the eaves as...

...IN THE MIDWAY GAS 'N' DINE DEPOT

OBJECTS...

■ PRACTICAL

- ▣ Magnifying glass
- ▣ Shovel
- ▣ Flashlight, batteries failing
- ▣ Gallon jug of gasoline
- ▣ Film camera
- ▣ Spatula

■ DANGEROUS

- ▣ Sawed-off shotgun
- ▣ Set of surgical tools
- ▣ Bear trap
- ▣ Metal box with revolver and three bullets
- ▣ Rusty handcuffs
- ▣ Fire axe

■ LOST AND FOUND

- ▣ Briefcase, one latch broken, the other locked
- ▣ 3kg of weed
- ▣ Dog whistle
- ▣ Wedding ring
- ▣ Last Will and Testament
- ▣ Undeveloped roll of film

■ MYSTERIOUS

- ▣ Severed monkey paw, one finger curled
- ▣ Glass vial labeled, “[unreadable] 12:23”
- ▣ Small wooden box, dense as lead
- ▣ Covered pet carrier emitting strange noises
- ▣ Gideon’s Bible, text printed backwards
- ▣ Pair of glass eyes

■ CURIOUS

- ▣ Small hand of giant clock
- ▣ Leather dominatrix mask
- ▣ Pair of gloves, stiff and crusty
- ▣ Gear, chipped and used
- ▣ Dog tags, serial number only
- ▣ Video cassette labeled “Security”

■ SOUVENIRS

- ▣ Mount Rushmore bank
- ▣ Rabbit’s foot keychain with secret compartment
- ▣ Dog collar
- ▣ Road map
- ▣ Dusty 10” Statue of Liberty
- ▣ Car air freshener

...IN THE MIDWAY GAS ‘N’ DINE DEPOT

A SNOWED-IN INSTA-SETUP

RELATIONSHIPS IN THE DEPOT

For three players...

- * Diner waitress and cook
- * Co-Lottery winners
- * Former lovers

For four players, add...

- * Con artist and mark

For five players, add...

- * Creationist and evolutionist

NEEDS IN THE DEPOT

For three players...

- * To get out of a debt you can't repay

For four and five players, add...

- * To get the truth about why you're stuck here, really

OBJECTS IN THE DEPOT

For three or four players...

- * Metal box with revolver and three bullets

For five players, add...

- * Briefcase, one latch broken, the other locked

LOCATIONS IN THE DEPOT

For three, four, or five players...

- * Trunk of the old rusty Plymouth