



# HARD TIME BLUES

A FIASCO PLAYSET  
WRITTEN BY BENJAMIN AITKEN

AN UNOFFICIAL FIASCO PLAYSET

# HARD TIME BLUES

## CREDITS

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## BOILERPLATE

This play set is an unofficial, fan written playset accessory for the Fiasco role-playing game by Bully Pulpit Games.

This play set is in no way affiliated with Bully Pulpit Games and any questions or contact should be sent to the author at:

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*“One of the many lessons that one learns in prison is, that things are what they are and will be what they will be.” Oscar Wilde*

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# THE SCORE

## A BOX WITH BARS

They say there ain't no place like home...well your home is one of the institution's "finest" so you really doubt that "they" have any clue what they're talking about. The walls are thick and covered with damp, the pipes leaking directly overhead, the guards or stiffs are well...stiff, and the showers are a lesson in colonic exploration that you never want to learn. But all is not as it seems, you're getting out...tonight! Well you would be...if you could only get your plan and the other inmates to play ball.

*Hard Time Blues* is a tribute to life behind those county bars and especially, to every prion escape-failed or successful. Let's see if you can get all the way from incarceration to beautiful shit stinking freedom.

## MOVIE NIGHT

*Escape from Alcatraz, Cool Hand Luke, The Shawshank Redemption, One Flew over the Cuckoo's Nest, Midnight Express, Papillion, Birdman of Alcatraz. Oh Brother Where Art Thou?, The Rock.*

# RELATIONSHIPS

## 1. FAMILY

- Partners in crime...And Sentence.
- Like Father, Like Son.
- A Gang is just a big family, with an angry daddy.
- Might as well be family.
- Sharing the same cell and a mother.
- Two Cons, one cell.

## 2 THE SAME SOUR JOB...

- The Brains and the Brawn.
- The Getaway Driver, the Guy who ran Late.
- The Fall guy and The Snitch.
- The Thief and The Fence.
- The Accessory and the Accused.
- The Undercover cop and the gang member.

## 3. BAD BLOOD

- Contenders for the Same "Title".
- The Stiff and the inmate.
- Siblings ever at war.
- The Young Hothead and the Old Blood taking the wrap.
- The Indebted and the man who collects.
- Unwilling 'Shower room' Partners.

## 4. SECRETS

- ◻ The One Undercover and The one who knows.
- ◻ In Cahoots and no one can know.
- ◻ The pair with the hole in the wall.
- ◻ The Librarian and the guy with the old blue prints.
- ◻ The Addict and the guy who can get things.
- ◻ The Stiff on the take and the guy with the rake.

## 5. FRIENDSHIP

- ◻ A mutual appreciation for ones well-being.
- ◻ Friends from the outside.
- ◻ The Bull and the bitch.
- ◻ Convict and the Fresh Meat.
- ◻ Old Gambling buddies.
- ◻ The Boss and his right Hand man.

## 6. ON THE OUTSIDE

- ◻ The Prisoner and the Lawyer.
- ◻ The Man of Faith and the prisoner with it.
- ◻ The Girlfriend for visiting hours.
- ◻ The man waiting with the car.
- ◻ The guy with problems and the Psychiatrist.
- ◻ The Con and the Corrupt official.

**... IN ALCATRAZ PRISON**

# NEEDS

## 1. TO GET SOME ANSWERS

- ...About the Cop that put you away.
- ...About who you were framed by.
- ...About the who Undercover officer is.
- ...About where the hidden stash is.
- ...About where the prisoners are disappearing to.
- ...About the break out.

## 2 TO GET REVENGE

- ...On an unfaithful spouse.
- ...On the Jury who found you guilty.
- ...On the Stiff making your life hell.
- ...On the Snitch who ratted you out.
- ...On the Dealer who ripped you off.
- ...On the Gang who beat you up.

## 3. TO GET RESPECT

- ...From the guys in the shower room.
- ...From the Stiffs walking the floors.
- ...From a Gang in the yard.
- ...After you're humiliated.
- ...By getting the guy who's coming for you.
- ...By finally going straight.

## 4. TO GET RICH

- ...By selling out your friends.
- ...By agreeing to a shady deal.
- ...By finding the tools for a job.
- ...By blackmailing a Stiff.
- ...By ripping off a dealer.
- ...By killing a marked man.

## 5. TO GET OUT

- ...Of a terrible situation.
- ...Of a serious obligation.
- ...Into the international waters.
- ...Of the laboratory you find yourself in.
- ...Of the Psychiatric ward's padded room.
- ... Of Prison and America.

## 6. TO GET IN

- ...On the dark secret.
- ...On the biggest deal the prisons ever seen.
- ...On the breakout.
- ...To the forbidden area.
- ...To the Russian gang.
- ...To South America, before you're caught.

**... IN ALCATRAZ PRISON**

# LOCATIONS

## 1. THE ISLAND

- The Old Water treatment plant.
- The “Abandoned” Light House.
- The Sewer system.
- The Cave on Baker Beach.
- The ruins of the Monastery.
- The Water Tower.

## 2. THE MAIN CELL HOUSE

- The Helicopter pad on the roof.
- The Guards station.
- The Prison Library.
- The Laundry Room.
- The Wash Room.
- The Boiler Room.

## 3. THE CELL BLOCKS

- A-Block-The Holding or Transfer block.
- B-Block- Living accommodation for many of the inmates.
- C-Block: The Quarantine block for new inmates.
- D-Block: The Punishment block for dangerous inmates/those who break rules.
- The Dining Hall.
- The Graffiti covered Corridors between cell blocks (A bad place to walk alone).



## 4. THE GUARDS ACCOMMODATION

- ☐ The Wardens House.
- ☐ Building 64-The Residential apartments for Guards.
- ☑ The Social Halls- Where Stiffs go to relax.
- ☑ The Power House- Power supply for the prison.
- ☑ The Military Chapel.
- ☑ The Morgue.

## 5. THE NEW INDUSTRIES BUILDING

- ☐ The Assembly line.
- ☐ Packaging and printing press.
- ☑ “Welcome to the boxing division...you’ll learn a real valuable skill set here.”
- ☑ The Underground floating gambling game.
- ☑ Shady Jim’s shop for all contraband essentials.
- ☑ The human sized ventilation shaft.

## 6. ODDITIES

- ☐ “That cells been ice cold since ol’ slash and hack Marvin got iced by a stiff in it.”
- ☐ A Corridor that leads to nothing.
- ☑ The old remnants of the civil war fort. (Underground.)
- ☑ The old wishing well where a man in blue is sometimes seen.
- ☑ The gardens and bird bath.
- ☑ “I don’t know and don’t want to know about the room with no door handle.”

**... IN ALCATRAZ PRISON**

# OBJECTS

## 1. CONTRABAND

- A set of photographs of one of the prison guards.
- A map to an old hidden still.
- A teenagers dream: A box full of hardcore Lithuanian pornography.
- A prison shank.
- A carved out bible.
- A single joint of very good weed.

## 2. SENTIMENTAL

- A series of pictures from home and your family.
- A hand written from your child.
- A box of your momma's famous dirty chocolate cookies.
- Your Old man's ring.
- A revealing picture of an old flame.
- A small tamed animal.

## 3. USEFUL

- A full pack of cigarettes.
- A written debt.
- A former inmates warning.
- The memories of your escape from the last prison you were placed in.
- A secret compartment in a fake tooth.
- A pair of extremely fast hands.

## 4. DANGEROUS

- ☐ A bad debt to a worse person.
- ☐ Someone wants your ass, figuratively and literally.
- ☑ A dirty needle full of smack.
- ☑ The Wardens ire and attention.
- ☑ A gang tattoo, for the wrong gang.
- ☑ A dead rival inmate and blood on your hands.

## 5. USELESS

- ☐ A Bar of Soap with no string.
- ☐ 6 buttons and a handful of pocket lint.
- ☑ A 10cm length of string.
- ☑ A small plastic parachute army man.
- ☑ A rusted thimble with no top.
- ☑ A used book of matches.

## 6. DISTURBING

- ☐ A key that doesn't open doors.
- ☐ A mysterious scrap of paper with only two words written on it "Help Me"
- ☑ A fleeting sight of an unusual cargo ship docking in at the island.
- ☑ A severed finger that was hidden in the bed post.
- ☑ A puzzle ball given to you by the psychiatrist.
- ☑ The Name "GenTech" appearing, scrawled over one of the corridors.

**... IN ALCATRAZ PRISON**

# A HARD TIME BLUES INSTA SETUP

## RELATIONSHIPS IN HARD TIME BLUES

### For three players...

- The Accessory and the Accused.
- The pair with the hole in the wall.
- Unwilling 'Shower room' Partners.

### For four players, add...

- Two Cons, one cell.

### For five players, add...

- The Undercover cop and the gang member.

## NEEDS IN HARD TIMES BLUES

### For three players...

- On the breakout.

### For four or five players, add...

- About the who Undercover officer is.

## LOCATIONS IN HARD TIME BLUES

### For three or four players...

- The Sewer system.

### For five players, add...

- The Guards station.

## OBJECTS IN HARD TIME BLUES

### For any number of players...

- The memories of your escape from the last prison you were placed in.