

ROAD TRIP

A FIASCO PLAYSET
BY JIM PINTO

ROAD TRIP

CREDITS

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Edited by no one really

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.

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

THE SCORE

JUST 500 MORE MILES AND THEN WE'LL STOP

It was supposed to be a simple trip. A one-way trip. Me and some Friends. A hitch-hiker or two. And a simple delivery.

That's all.

Just one simple delivery.

What could possibly go wrong?

MOVIE NIGHT

Breakdown, Convoy, Death Proof, Duel, Easy Rider, Fear and Loathing in Las Vegas, Go, Gumball Rally, Harold and Kumar Go To White Castle, Hitcher, Joy Ride, Kalifornia, Little Miss Sunshine, Planes Trains and Automobiles, Rain Man (maybe), Smokey and the Bandit, Surveillance (seriously, why haven't you seen this movie already?), Thelma and Louise, Transamerica, Vanishing Point, White Line Fever, U-Turn

ROAD TRIP SPECIAL RULES

ARE WE THERE YET?

Unlike most Fiascos, this one is constantly on the road. And as such, it does not have a single important location (except maybe the destination). As such, a new Location can be generated for each scene or the players can just invent new places to see as they travel. Whatever the case, in this Fiasco it is not necessary for one of the characters to have a Location tied to his character. Instead, a Location should be generated at the beginning of the game to determine the destination. If one of the players wants to create another Location that is important to him, so be it. You can always stop there on the way.

CHANGING LOCATIONS

A special Road Trip Location guide is included. There are no real locations on it, but all of the tropes of the Road Trip are there, including bad diners, no-tell motels, and out of the way rest stops. Feel free to pick from this list as often as you like, but give someone else a chance to use the cool stuff too.

TRANSPORTATION

DUDE, WHERE'S MY CAR?

A cool car is the center-piece of a good Road Trip movie. Who can forget the Dodge Dart from *Duel*, the Challenger from *Vanishing Point*, or the GTO from *Death Proof*. Cars are like another character when used in the right way. In much the same way that Locations shouldn't be tied to a single player, no one player should be responsible for choosing the Transportation, as this will appear in most every scene anyway.

It is recommended that the players generate a means of Transportation (see page 13) by rolling one die, followed by another. Do not leave it in the hands of a single player to select transportation as the character's Object. If someone really wants to be in charge of the car, key this item to the character as you would any Object, but be aware that the story could involve ditching the car and stealing a new one, so don't get attached.

Also bear in mind, a convoy of cars can also be a road trip. Don't be dismayed by small cars or two-seaters. Just bring two cars.

RELATIONSHIPS...

1 FAMILY

- ☐ Cousin
- ☐ Fiance
- ☐ Recently-met biological family member
- ☐ Sibling
- ☐ Soon to be Ex
- ☐ Spouse

2 WORK

- ☐ Flight Attendants
- ☐ Insurance Claim Adjustors
- ☐ Movie Location Scouts
- ☐ Nurse/Patient
- ☐ Truck Drivers
- ☐ White Collar Something and Personal Assistant

3 FRIENDS

- ☐ College or Dorm Room Buddies
- ☐ Cult Members
- ☐ Fuck Buddies
- ☐ Haven't done it yet, awkwardly-interested friends
- ☐ High School Friends or Life-Long Friends
- ☐ Unemployable Veterans

4 THE PAST

- ☐ Bought lottery tickets each week in an office pool
- ☐ Going to meet someone important from your past
- ☐ Make this trip once a year together
- ☐ Misanthropic hitchhikers
- ☐ One last trip before the real world crushes our dreams
- ☐ Trying to get over the same guy/girl

5 CRIME

- ☐ Bootleggers
- ☐ Cannonballers
- ☐ Con Artists/Grifters
- ☐ Killers
- ☐ Professional Car Thieves
- ☐ Traffickers (contraband, drugs, humans, weapons)

6 COMMUNITY

- ☐ Adult Education Services
- ☐ College Organization (club, sorority, student government)
- ☐ Motorcycle Club
- ☐ Religious Enthusiasts (spreading the word across America)
- ☐ Short-Wave Radio Enthusiasts
- ☐ Tour Group Patrons

...IN ROAD TRIP

NEEDS...

1 TO GET RID

- ...of the blood, oh man the blood.
- ◡ ...of this car and any trace you were ever in it.
- ◢ ...of that crazy fucking thing in the trunk.
- ◣ ...of a dead body or two.
- ◤ ...of all this fuel that's slowing this car down.
- ⌚ ...of the radio waves that follow you everywhere and that can only be jammed with his tin-foil hat.

2 TO SEE THE OPEN ROAD

- ...after all those years in college (it's about damn time).
- ◡ ...and find the one "less travelled by."
- ◢ ...and forget that boy/girl that hurt you.
- ◣ ...and reconnect with a long lost friend... alcohol.
- ◤ ...and start a new life somewhere far away from all this.
- ⌚ ...and wait for the heat to cool off.

3 TO GET ON

- ...the road and let it take you where she wants to take you.
- ◡ ...the road and see nature before it's taken away.
- ◢ ...with it and just start living "man."
- ◣ ...with spreading the word of Ogdru Jahad.
- ◤ ...with this delivery so I can get home.
- ⌚ ...with spring break, "bitches."

4 TO GET

- ...better friends... this shit always happens when we get together.
- ◻ ...more cocaine, H, amphetamines; whatever we can find.
- ◻ ...off the main roads because those are being watched.
- ◻ ...out of these clothes and out of this car as soon as possible.
- ◻ ...this car to Miami before the 15th.
- ◻ ...to a service station to find out what that knocking noise is.

5 TO GET THERE

- ...and back in less than 40 hours with as much as you can carry.
- ◻ ...and sell this shit so we can go our separate ways.
- ◻ ...before anyone knows you're gone.
- ◻ ...stoned out of our minds... I don't want to remember anything.
- ◻ ...faster than last time and without the cops all over you.
- ◻ ...with enough money to still gamble with.

6 TO GET LAID

- ...before your 21st birthday.
- ◻ ...by every boy/girl on the road.
- ◻ ...by triplets, while snorting coke off their asses.
- ◻ ...while tweeting and travelling at the same time.
- ◻ ...while everyone is inside the circle K getting snacks.
- ◻ ...for real this time .

...IN ROAD TRIP

LOCATIONS...

1 HIGHWAY ROAD

- Another toll booth
- ◻ Four lanes become two for no apparent reason
- ◻ Gridlocked traffic that s uncomfortably slow
- ◻ Highway becomes a business loop, right through town
- ◻ Roadworks with no one working
- ◻ Sobriety check-point

2 BACK ROADS

- Arts and crafts fair that doubles as a farmer's market
- ◻ Backwoods BBQ joint with half-functioning juke box
- ◻ Local honky-tonk bar with live music
- ◻ Railroad museum that always has a sign "Back in 15 minutes."
- ◻ Wreckage yard in desperate need of a tetanus shot
- ◻ Water tower painted "1986 State Champions"

3 REST-STOP

- Creepy truck stop, covered in perpetual grease
- ◻ No-tell motel with missing letters
- ◻ Picnic table. Vending machine. The works.
- ◻ Roadside fruit stand selling cherries, garlic, honey, and fireworks
- ◻ RV Resort and campsite that is never full
- ◻ Sip 'n Gulp where the locals buy their ice

4 WILDERNESS

- ◻ Camp Willamucksawport, closed for the season
- ◻◻ Desert arroyo littered with graffiti, trash, and old underwear
- ◻◻ Famous person log cabin tourist attraction, strangely empty
- ◻◻◻ Lakeside docks with no boats
- ◻◻◻ Poorly marked hiking trail
- ◻◻◻ Stripmining operation that's suspiciously quiet

5 THIS WASN'T ON THE MAP

- ◻ Electrified fence with warning signs every 10 feet
- ◻◻ Ghost town that looks recently deserted
- ◻◻ "I'm sure we passed this spot before."
- ◻◻◻ No trespassing sign filled with buckshot
- ◻◻◻ Unmarked nuclear test site
- ◻◻◻ Vanishing points, in every direction

6 WHERE FOOLS DARE TO TREAD

- ◻ Ancient Indian burial mounds
- ◻◻ "Do you hear banjos?"
- ◻◻ Hippy or nudist or cult compound
- ◻◻◻ "Isn't this the cabin where those teenagers went missing?"
- ◻◻◻ Sasquach country
- ◻◻◻ Think *Children of the Corn*

...IN ROAD TRIP

OBJECTS...

1 CONTRABAND

- Arc welder, bolt cutters, and radial saw
- ◻ Armored card guard uniform
- ◻ Golf bag with lots of side pockets of cash and pills
- ◻ Kevlar vest
- ◻ Lockpicks
- ◻ Zip line

2 ILLEGAL

- Boxes of blank credit cards
- ◻ Fake I.D.
- ◻ Grenades
- ◻ Harddrives filled with encrypted data
- ◻ Kilo (or two) of the good stuff
- ◻ Suitcase of unmarked barabonds

3 EVIDENCE

- Bloody dental tools
- ◻ Building plans
- ◻ Dead body
- ◻ Incriminating photos
- ◻ List of hideouts, phone numbers, and time tables
- ◻ Security alarm passcodes

4 WHAT THE WHAT?

- ☐ • The Amazing Kriznik's Guide to Hypnosis
- ☐ • A cardboard standee of Evander Holyfield
- ☐ • Insulated glass jar filled with human ashes
- ☐ • Replica flag of Old Glory from 1848
- ☐ • A shoebox filled with books on tape
- ☐ • Spiderman costume

5 INFORMATION

- ☐ • Business card with personal number handwritten on back
- ☐ • Combination or encryption key
- ☐ • GPS Coordinates to a safe house outside Sparks, NV
- ☐ • Passport with the name "Jacoby Smalls"
- ☐ • Photograph of famous person with personal message
- ☐ • Swiss bank account and associated passcode

6 WEAPONS

- ☐ • .30-.30 Hunting rifle
- ☐ • Archery kit
- ☐ • Double-barrel, breach style shotgun
- ☐ • That crazy Rambo knife
- ☐ • Taser
- ☐ • Uzi

...IN ROAD TRIP

TRANSPORTATION...

1 LUXURIOUS

- ☐ Audi A8
- ☐ BMW M5
- ☐ Infiniti Q
- ☐ Mercedes-Benz CLS Coupe
- ☐ Range Rover
- ☐ Uncashed social security and welfare checks

2 EXOTIC

- ☐ Dodge Viper
- ☐ El Camino
- ☐ GTO Convertible
- ☐ Lamborghini Murcielago
- ☐ Porsche 911 GT3 RS
- ☐ Zonda-F

3 ECONOMICAL

- ☐ 1999 Acura Integra
- ☐ 2002 Dodge Neon
- ☐ 2001 Honda Accord
- ☐ 2011 Hyundai Elantra Touring
- ☐ 2006 Subaru Forester
- ☐ 1995 Toyota Hilux

4 COMMERCIAL

- ▣ Contractor's pick-up truck
- ▣ Delivery van
- ▣ Flatbed
- ▣ Jeep
- ▣ Shuttle van
- ▣ Tow truck

5 FUNCTIONAL

- ▣ Econoline van
- ▣ Family sedan
- ▣ Mid-sized SUV
- ▣ Minivan
- ▣ RV
- ▣ Station wagon

6 PERCULIAR

- ▣ Ambulance
- ▣ Hearse
- ▣ Lunch truck
- ▣ Taxi
- ▣ Tour bus
- ▣ VW Thing

...IN ROAD TRIP