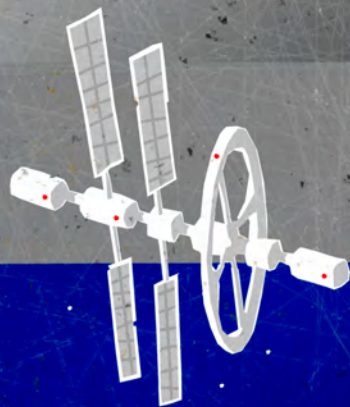
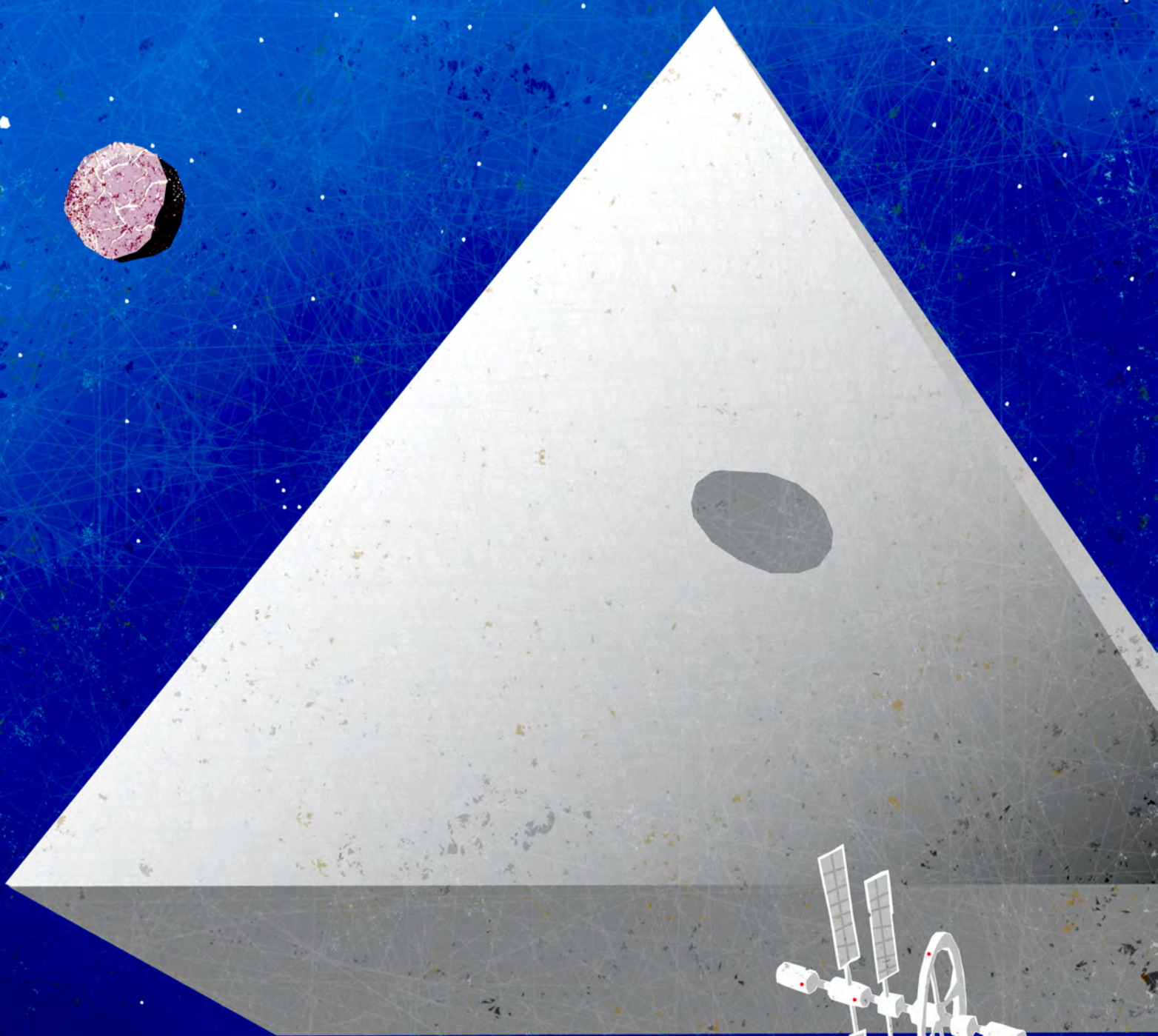
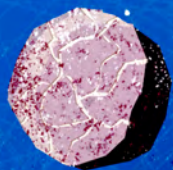


FIRST CONTACT



A FIASCO PLAYSET
BY DAVE GRAFFAM

FIRST CONTACT

CREDITS

Written and illustrated by Dave Graffam.

Edited by Bryant Durrell.

Version 1.5, July 2012.

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.bulypulpitgames.com.

If you'd like to create your own Playset or other *Fiasco*-related content, they'd like to help. Write them at info@bulypulpitgames.com.

THE SCORE

MAKING A GOOD IMPRESSION

The signal arrived and shook the world. Proof of extraterrestrial intelligence! It was a simple code, easily deciphered and translated.

WE ACKNOWLEDGE AND CONGRATULATE YOU.
MEET US AT PARADISE.

This was followed by coordinates to a previously unknown iceball of a world in the backwaters of the Solar System. Now the Interplanetary Exploration Vehicle *Carl Sagan* is making its final approach to a distant planetoid named Paradise. The *Sagan*'s main computer, the hyperintelligent nervous system for the mission, has been making mistakes lately. After the boredom and repetition of a long journey, and turning over in their minds the endless possibilities of what they might soon discover, some of the crew are about to crack.

It's the most important day in history. Humankind balances on the edge of cosmic enlightenment and oblivion.

MOVIE NIGHT

2001: A Space Odyssey, 2010, Alien, Event Horizon, Prometheus, The Shining, Sunshine

RELATIONSHIPS...

1 PARTNERS

- ▣ Popular one / wingman
- ▣ Lied to cover the other's role in a tragedy
- ▣ Janitors
- ▣ Linguist / philosopher
- ▣ Captain / first officer
- ▣ Biochemist / astrophysicist

2 CONSPIRACY

- ▣ Conniving to steal the glory
- ▣ Spies
- ▣ Saboteurs
- ▣ Medic / addict
- ▣ Aliens are already onboard
- ▣ Lied about the alien message

3 SPIRITUAL

- ▣ Artist / biggest fan
- ▣ Newfound telepathic connection
- ▣ Religious leader / devout follower
- ▣ Agnostic / believer
- ▣ Activity club
- ▣ Ship's sentient computer / programmer

4 ROMANCE

- ▣ Married
- ▣ Jealousy
- ▣ On-again off-again
- ▣ Committed relationship
- ▣ Space fuck buddies
- ▣ Affair

5 HOSTILE

- ▣ Warrant officer / troublemaker
- ▣ Senior mechanic / the whole goddamn ship
- ▣ Promoted / passed up
- ▣ Unrequited love
- ▣ Bully
- ▣ Mutual hatred

6 HISTORY

- ▣ Longtime rivals
- ▣ Q-Mech Club
- ▣ Funded the mission
- ▣ Mentor / student
- ▣ Divorced
- ▣ Designed the ship

...IN SPACE

NEEDS...

1 TO TELL SOMEONE

- ▣ ...where to stick their regulations
- ▣ ...they are loved
- ▣ ...about the spores in the air samples
- ▣ ...the *actual* translation of the alien message
- ▣ ...about the ghosts
- ▣ ...a critical system is failing

2 TO HIDE

- ▣ ...an explosive device
- ▣ ...a pregnancy
- ▣ ...your lust
- ▣ ...records from the dispensary
- ▣ ...your madness
- ▣ ...a rapidly spreading rash

3 TO OVERCOME

- ▣ ...all human weakness
- ▣ ...an addiction
- ▣ ...ego
- ▣ ...a mechanical problem
- ▣ ...your insatiable *hunger*
- ▣ ...the aliens by any means necessary

4 TO PROVE

- ▣ ...humanity's faith in the mission
- ▣ ...God exists
- ▣ ...the aliens are an evil force
- ▣ ...you've been lured into a trap
- ▣ ...everyone wrong
- ▣ ...you were right all along

5 TO UNDERSTAND

- ▣ ...why everyone's losing their grip
- ▣ ...the nature of man
- ▣ ...what's wrong with the computer
- ▣ ...the random power spikes in the reactor
- ▣ ...alien technology
- ▣ ...the recurring dreams of ancient pyramids

6 TO BE SURE

- ▣ ...no one gets out alive
- ▣ ...everyone gets what they deserve
- ▣ ...everyone stays safe
- ▣ ...the mission succeeds
- ▣ ...nobody does nothing until you say
- ▣ ...the ship holds together

...IN SPACE

LOCATIONS...

1 FACILITIES

- ▣ Main reactor
- ▣ Water filtration
- ▣ Biolab
- ▣ Air cyclers
- ▣ Computer memory banks
- ▣ Fabrication shop

2 LIFE SUPPORT

- ▣ Spider monkey cages
- ▣ Hibernation capsules
- ▣ Hydroponic garden
- ▣ Livestock habitat
- ▣ Waste disposal
- ▣ Food storage

3 OPERATIONS

- ▣ Command deck
- ▣ Crane operator's station
- ▣ Medical bay
- ▣ Engineering crawlspace
- ▣ Science lab
- ▣ Airlock

4 PRIVATE

- ▣ Shower
- ▣ Officer's quarters
- ▣ Secret room
- ▣ Sleeping cabin
- ▣ Lavatory
- ▣ Virtual reality room

5 COMMON

- ▣ Exercise room
- ▣ Kitchen and dining table
- ▣ Observation lounge
- ▣ Games room
- ▣ Central corridor
- ▣ Radiation shelter

6 BEYOND

- ▣ Rendezvous point
- ▣ Uncontrolled descent
- ▣ Alien vessel
- ▣ Surface of Paradise
- ▣ A dream — or a nightmare
- ▣ Pan-dimensional gateway

...IN SPACE

OBJECTS...

1 TOOLS

- ▣ Emergency kill switch
- ▣ Propane torch
- ▣ Utility belt
- ▣ Probe lander
- ▣ Computer virus
- ▣ Space suit

2 WEAPONS

- ▣ Hydrofluoric acid
- ▣ Garotte
- ▣ Explosive bolts
- ▣ Syringe packed with lethal dose
- ▣ Stun gun
- ▣ Psychic blast

3 UNSETTLING

- ▣ Suicide note
- ▣ Garbled message from Earth
- ▣ Grainy image
- ▣ Dead plants in the greenhouse
- ▣ New message from the aliens
- ▣ Erased mission log

4 PROHIBITED

- ▣ Shiv
- ▣ Sex tape
- ▣ Hoarded snacks
- ▣ Drugs
- ▣ Moonshine
- ▣ Handgun

5 PERSONAL

- ▣ Holy
- ▣ Love letter
- ▣ Song
- ▣ Photos
- ▣ Sketchbook
- ▣ Toy

6 ALIEN

- ▣ Gargantuan white pyramid
- ▣ Some *thing* outside the ship
- ▣ Purple blood
- ▣ Coordinates to a spot in Arizona
- ▣ Chrome sphere
- ▣ Rendezvous point

...IN SPACE

A FIRST CONTACT INSTA-SETUP

RELATIONSHIPS IN SPACE

For three players...

- * Conspiracy: Aliens are already onboard
- * Hostile: Warrant officer / troublemaker
- * Spiritual: Newfound telepathic connection

For four players, add...

- * Partners: Biochemist / astrophysicist

For five players, add...

- * Romance: Jealousy

NEEDS IN SPACE

For three players...

- * To understand... the nature of man

For four or five players, add...

- * To tell someone... where they can stick their regulations

LOCATIONS IN SPACE

For three or four players...

- * Operations: Command deck

For five players, add...

- * Operations: Science lab

OBJECTS IN SPACE

For three, four or five players...

- * Alien: Gargantuan white pyramid

