

Playset and Statement of Intent for  
*Fiasco:*  
Little Green Men

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## Playset Statement of Intent

*Navigate a world of oddities and aliens where the supernatural is status quo and the government really IS out to get you in this paranormal-themed Fiasco playset.*

The Little Green Men *Fiasco* playset is a beginner-level paranormal/conspiracy-themed playset inspired by *The X-Files*, *Twin Peaks*, *Welcome to Nightvale*, and the *Twilight Zone*. It features extraterrestrials, paranormal happenings, government conspiracies, and bizarre creatures with a distinct campy-but-creepy 90s feel. Although fans of uncanny canon may find familiar themes and even a sly references, the playset is appropriate for any group who wants to delve into the weird world of the supernatural, regardless of prior experience.

There are four experience goals for this playset:

- Facilitate a session filled with whacky, surreal humor
- Provide the material for some very fun deaths
- Give the players latitude with the type of paranormal lore they want to play with
- Allow players with less improvisation experience to participate easily

Firstly, most Relationships and Objects are chosen for their humor potential, and Needs and Locations are chosen with an eye to how they might interact with other elements in funny ways. Because this playset combines lots of types of paranormal elements as well as more conventional storytelling elements (both discussed later), lots of situational humor should arise with how those elements are strangely combined. And the elements themselves hopefully have some inherent humor ripe for expanding on during play.

Many of these elements (not just Weapons) are designed to result in creative character death. Due to the nature of *Fiasco* as death-heavy (or at least disaster-heavy) it's important to make those deaths count, either emotionally or humorously, and this playset uses the latter strategy. Items that are not Weapons may lead to an untimely demise, and Relationships have been built with motive in mind; however, the Weapons themselves were carefully curated to provide the most over-the-top, funny, weird deaths in a range of themes, from aliens to psychic powers to petty drama.

This wide breadth of weapons lends itself to the ability to play this playset for many different paranormal genres, and especially across them. Aliens and government conspiracy are best-represented, but the playset also contains hooks for monsters, psychic powers, mad scientists, clones, brainwashing, dimensional jumps, past lives, and more classic sci-fi themes. Players can tailor their experience to be heavy in one of these themes, or play fast and loose with all of them (highly recommended)!

Finally, a goal of this playset as a beginner-level experience is to give a lot of rich material to players who may not be familiar with role-playing or improvisation. Because most of the elements are whacky and hard to relate to on a human level, care was taken with this playset to include a fair number of more down-to-earth options that would be relatable to most players, especially in Relationships and Needs. By providing less experienced players with more conventional improvisational elements – ordinary family dynamics, human motivations, some objects and locations they've seen in real life – Little Green Men should be an accessible experience despite its relative abstraction from reality. Of course, there are many hooks designed for more advanced players as well, such as vaguely defined Locations (the crash site) and difficult-to-play relationships (conjoined twins, clones) that will challenge and delight advanced players.



# RELATIONSHIPS...

## 1 FAMILY

- ◻ Uncle or aunt / neice or nephew, who the uncle or aunt raised from childhood
- ◻◦ Maker / creation
- ◻◦◦ Conjoined twins
- ◻◻◦ Siblings
- ◻◻◦◦ Parent / child
- ◻◻◻◦ Clones

## 2 WORK

- ◻ Shadow government agents
- ◻◦ UFO Skywatch Association President / Vice President
- ◻◦◦ FBI agent / FBI doubleagent
- ◻◻◦ Boss / put-upon assistant
- ◻◻◦◦ Cryptozoologists
- ◻◻◻◦ Detective / informant

## 3 FRIENDSHIP

- ◻ Frenemies
- ◻◦ Childhood best friends
- ◻◦◦ Uneasy truce
- ◻◻◦ Anxiety support group buddies
- ◻◻◦◦ Friends with benefits
- ◻◻◻◦ Mentor / prodigy

## 4 ROMANCE

- Secret lovers
- Current spouses
- Unrequited or unconsummated love
- Ersatz spouses, without the sex
- Lovers in a different timeline
- Friends with benefits

## 5 CRIME

- Anarchists
- Mad scientists
- Small-time theives
- Hackers
- Con man / mark
- Voodoo practitioners

## 6 PAST

- Spouses in a past life
- Recently broken up couple
- Prom king and prom queen back in high school
- People who covered up a dark secret together, years ago
- Former step-siblings
- Co-abductees

...IN A WORLD OF THE PARANORMAL

# NEEDS...

## 7 TO GET OUT

- ...of this haunted house, before it's too late
- ◡ ...of this galaxy
- ◢ ...of a relationship with a lover
- ◣ ...of an obligation to a sinister organization
- ◤ ...of a trial on human experimentation
- ◥ ... from under the government's watchful eye, and get off the grid

## 2 TO GET EVEN

- ...with the government
- ◡ ...with the conspiracy theorists who are on to you
- ◢ ...with the monstrous creature who took your leg
- ◣ ...with a family member
- ◤ ...with the beings who abducted your brother at a young age
- ◥ ...with a supernatural force making your life hell

## 3 TO GET RICH

- ...through violence towards a deserving foe
- ◡ ...through petty theivery
- ◢ ...through radical human experimentation
- ◣ ...through your inexplicable psychic powers
- ◤ ...through exposing the Truth, on Oprah
- ◥ ...through selling government secrets to the Russians

## 4 TO GET RESPECT

- ◻ ...from everyone, by proving your supernatural theories right once and for all
- ◻◦ ...from your partner, by protecting them
- ◻◦◦ ...from yourself, by finally getting it done
- ◻◻◦ ...from the creatures, by learning their ways
- ◻◻◦◦ ...from the government, by abetting a conspiracy
- ◻◻◻◦ ...from the one who did you wrong, by punching them straight in the mouth

## 5 TO GET THE TRUTH

- ◻ ...about the government conspiracy
- ◻◦ ...about the extraterrestrials
- ◻◦◦ ...about your past lives
- ◻◻◦ ...about those nightmares you've been having that seem a little too real
- ◻◻◦◦ ...about that old woman you see in your house sometimes, out of the corner of your eye
- ◻◻◻◦ ...about the supernatural encounter that still haunts you

## 6 TO GET LAID

- ◻ ...by the one you've loved from afar
- ◻◦ ...so you can get close enough to steal the Top Secret files
- ◻◦◦ ...by the weirdest creature imaginable, to satiate your strange sexual appetite
- ◻◻◦ ...by an old lover who you still have feelings for
- ◻◻◦◦ ...to lose your V-Card
- ◻◻◻◦ ...to prove you can reproduce with a human being

...IN A WORLD OF THE PARANORMAL



# LOCATIONS...

## 1 THE GOVERNMENT OFFICES

- The basement office, walls plastered with bizarre newspaper clippings
- ◻ The courtyard, where the sound of the infinity fountain covers conversations
- ◻ The Director's office
- ◻ The cubicles, endless and gray
- ◻ The 24-hour underground parking garage
- ◻ The breakroom with the fancy coffee machine

## 2 DOWNTOWN

- City Park
- ◻ The 13<sup>th</sup> floor of Hastert Corp. building, which is not accessible by elevator
- ◻ Underneath the I-18 interchange
- ◻ The trendy coffee shop that sells day-old baked goods and psychedelic mushrooms
- ◻ The backalley behind Showgirls XL, near the ditch with all the toxic waste
- ◻ An ordinary 7-11

## 3 SHADOW GOVERNMENT RESEARCH FACILITY

- Transdimensional portal
- ◻ Detainee holding facility
- ◻ Secret underground rail system
- ◻ Radioactive and medical waste disposal building
- ◻ Clone barracks
- ◻ The coroner's office and corpse cold storage

## 4 THE DESERT ON THE SOUTH SIDE OF TOWN

- ◻ A dusty highway gas station with a Taco Bell inside
- ◻◦ The crash site
- ◻◦ The shed serving as the post office for Indian Feather, population 3
- ◻◻ Cattle ranch with a recent cow mutilation problem
- ◻◻ The only watersource for miles and miles
- ◻◻◻ Trainyard in the middle of nowhere

## 5 THE SCRUB FOREST ON THE NORTH SIDE OF TOWN

- ◻ Coppermill Campgrounds
- ◻◦ The Mysterious Force tourist trap
- ◻◦ Scenic view pullout on US 34
- ◻◻ Suicide Cliffs
- ◻◻ The Puma trail, closed due to attacks by unidentified animals
- ◻◻◻ Dead Horse River

## 6 THE NUCLEAR POWER PLANT

- ◻ Water cooling tower
- ◻◦ Containment (the radioactive area where depleted uranium fuel rods are replaced)
- ◻◦ Employee lounge, the one with the broken microwave
- ◻◻ Guard outpost
- ◻◻ Operational headquarters
- ◻◻◻ Temporary waste disposal cask storage

...IN A WORLD OF THE PARANORMAL

# OBJECTS...

## 1 UNTOWARD

- The embryo of an unknown creature
- ◻◦ Naked pictures of an acquaintance in a compromising position
- ◻◦◦ Costume designed to make you look exactly like another player character
- ◻◻◦ Someone else's sperm, frozen
- ◻◻◦◦ Six index fingers, none of them human
- ◻◻◻◦ A brainwashing device

## 2 TRANSPORTATION

- Roller skates
- ◻◦ Wheelchair
- ◻◦◦ 1963 Pontiac Firebird
- ◻◻◦ An alien artifact that transports you (but not your clothes) anywhere in a 1mi radius
- ◻◻◦◦ Walking only on your hands
- ◻◻◻◦ Propeller plane

## 3 WEAPON

- Government-issue Glock
- ◻◦ Satanic spell requiring animal sacrifice and a single hair from the head of the victim
- ◻◦◦ Alien vaporizer
- ◻◻◦ 26 feral groundhogs that you are able to control with your mind
- ◻◻◦◦ Extraterrestrial weapon shaped like a paperclip that turns people inside-out
- ◻◻◻◦ Nanobots

## 4 INFORMATION

- ◻ Car trunk completely filled with unmarked VHS tapes
- ◻◦ Recorded conversation between three people
- ◻◦◦ Hastily scribbled note reading ERA5URE
- ◻◻◦◦ A laserdisc with an unreadable label
- ◻◻◦◦◦ Someone's stolen smartphone
- ◻◻◻◦◦◦ A 256MB jump drive

## 5 MYSTERIOUS

- ◻ Runic tablet that emits a low hum
- ◻◦ Crystal ball
- ◻◦◦ Chicken that can say the word "Minnesota"
- ◻◻◦◦ Video recording of 8 hours of static, punctuated once by the WOW Signal
- ◻◻◦◦ Deck of well-worn tarot cards
- ◻◻◻◦◦◦ A jar of something in formaldehyde

## 6 SENTIMENTAL

- ◻ Your Art Bell keychain flashlight
- ◻◦ The last thing she gave you before she died
- ◻◦◦ Golden holy cross necklace
- ◻◻◦◦ Music box that plays Fur Elise
- ◻◻◦◦◦ Your own clone, age 3
- ◻◻◻◦◦◦ The only photograph you ever took of it

...IN A WORLD OF THE PARANORMAL

# LITTLE GREEN MEN

# INSTA-SETUP

## RELATIONSHIPS

For three players...

- \* Work: FBI agent / FBI doubleagent
- \* Romance: Lovers in a different timeline
- \* Family: Clones

For four players, add...

- \* Work: Cryptozoologists

For five players, all...

- \* Crime: Con man / mark

## NEEDS

For three players...

- \* To get the truth... about those nightmares you've been having that seem a little too real

For four or five players, add...

- \* To get laid... by the one you've loved from afar

## LOCATIONS

For three, four, or five players...

- \* Shadow government research facility: Secret underground rail system
- \* The desert on the south side of town: The crash site

## OBJECTS

For three of four players...

- \* Untoward: Six index fingers, none of them human
- \* Weapon: Alien vaporizer

For five players, add...

- \* Information: A laserdisc with an unreadable label