

Hi folks! Welcome to Follow the Leader's third arc! In this episode we start a game of Fiasco, by Jason Morningstar, using a playset called Into the Void by Gremlin Legions. The players in this episode were Mab, Jade, Alix, Sam, and Han. (Direct quotes from the players are highlighted in their colors.)

As a quick note, Mab's audio is a little weird in this episode.

## GAME PREP (4:40)

Much of the prep for Fiasco was done off-recording. Players start by rolling a handful of dice into a center pool and then picking dice to define their character relationships based off tables in the playset. Though it doesn't matter what the total of the dice rolled is, just the values of the dice on the table, it's important to mention that we rolled 20 six-sided dice and got a total of 69. (Nice.) The dice were used to set up character relationships. The characters and their relationships are:

- Jo Stockton, played by Sam, who's a space tourism model who used to be a mechanic, and whose relationship card is with Han: a romance (forbidden affection) with the location of the colonies (the Atlantis colony on Europa);
- Evander Navarro Thorne, played by Han, who's a doctor, spy, and *homme fatale*, on some kind of assignment on the planet he's going to, and whose relationship card is with Mab: adversaries (traitor and former allies) (Han: "So I betrayed Space Hamlet at some time in the past.") with a weapon (a taser);
- Davey Jane, played by Mab, who's a disgraced/former prince of a space empire (Mab: "He is basically a Space Hamlet."), and whose relationship card is with Jade: they share a destiny together and unexpectedly found themselves in a hyperspace gate.
- Kari Veilon, played by Jade, who's a former soldier, jack of all trades, and "a mum friend, but make it fucky," whose relationship card is with Alix: confederates (a former commander and executive officer) and they share contraband (organically grown herbs, or space weed).
- Ara Atkinson, played by Alix, who's a former commander in the military (Alix: "I've just written down 'beefy boy' and 'bro we are kiss ing.'") and whose relationship card is with Sam: Alix defined the need to hump (anyone and everyone) and that they are criminals together (Jo is the fence for the space weed).

## FIRST HALF (10:45)

Next, Mab explains that there is a pool of 10 positive dice and 10 negative dice which represent the outcomes of scenes. Players can choose to either set up a scene and let other players determine the outcome, or they can choose to let other players set up a scene and they decide the outcome. Dice will be awarded until the players have done 10 scenes total (2 per player).

FIRST SCENE: Jo's scene, with Evander, in the infirmary (11:30)

"And just to confirm, like we are on a spaceship going somewhere, we're on a road trip... but it long." -- Jade

Sam establishes a scene with Jo and Evander, leaving the other players to decide the outcome. Jo is going to the infirmary because he pulled a muscle while lifting. He's in pain and his arm is swollen. Evander asks how he hurt himself and Jo explains how he and Ara were lifting weights when he dropped a weight on his arm. Evander is unsure what Jo wants and advises Jo to take painkillers and a nap. (Jo: "Listen, we're going to be on this spaceship for a long time.") Evander: "I know, that's kind of the problem.") Han and Sam realize that they didn't actually establish why their relationship is forbidden but decide to leave it a mystery.

Evander says that they can't let their romance get in the way of making it through this road trip. Someone puts in the chat that this will be a negative scene, using one of the negative die from the pool. Evander is concerned about professionalism and Jo questions whether he can have a professional and personal life. Evander gives him painkillers. Jo storms out with the whole bottle of painkillers (Alix: "Five cups of painkillers.")

Because it's Sam's scene, he passes the negative die onto the person who caused the scene to be negative. Sam awards the die to Ara for causing him to get hurt. (Alix: "It's not my fault that your relationship is falling apart.") Han: "It's not a relationship!")

SECOND SCENE: Evander's scene, with Davey, in the armory (18:41)

"This is gonna be a top ten anime betrayal, but not yet." -- Alix

The players quickly review the difference between establishing and resolving the scene. Han decides to resolve the scene and allows the other players to establish the scene. Alix suggests a scene with Davey. The players decide that Evander knows that he's a traitor but Davey still thinks Evander's on his side (Han: "It's Fiasco after all!") Alix decides that Davey's testing out the taser in the armory. Han suggests that it's Davey's family's ancestral taser.

Evander comes into the room where Davey's inspecting the taser's box. Evander wants to make sure that Davey's not hurting himself. Davey takes offense at Evander's doubt that he knows what he's doing with the taser. Evander asks how Davey's holding up after what happened with his family and Davey thanks Evander for being there for him.

Davey tells Evander that the taser is bio-coded so there's no risk of anyone else using it. He then proceeds to have a small crisis over the idea that someone is going to cut off his hands in order to use the taser. (Davey: "I'll talk to Kari about it! He'll make sure no one cuts off my

hands.”) Davey begins to panic over what he’ll do if he can’t find the cut off hand. Evander makes him take some deep breaths and reassures him that no one’s after his hands.

Han establishes the scene as “a net positive” and gives the positive die to Kari.

THIRD SCENE: Davey’s scene, with Kari, in the cockpit (24:54)

“Kari! Kari, I’m afraid for my life! And I’m afraid for my hands! And the life of my hands!” -- Mab

Mab establishes the scene -- Davey is going to Kari about the safety of his hands. Kari’s just chilling in the small cockpit, reading an actual paper book. Davey explains what happened in the armory. Kari takes his hands and recommends that he sleep with his hands under his pillow to keep them safe and that if anyone tries to cut his hands off that he yell very loudly for Kari (Kari: “You just yell really loudly and I will come and I will punch them in the face. For starters. And then I can do some more stuff.”)

Kari explains that the taser is nice but not chop-off-hands nice and that it’s more important to Davey than it is to anyone else. Davey, comforted, takes some deep breaths with Kari. He decides to hang out with Kari in the cockpit for awhile. Kari confirms that it was Evander who said the thing about chopping off hands.

At some point in the scene, someone put “positive” in the chat. Mab awards the positive die to Kari.

FOURTH SCENE: Kari’s scene, with Ara (30:25)

“Listen, I’ve never met a policeman that I couldn’t have around my little finger in about thirty seconds, but I take your point.” -- Jade

Jade establishes the scene -- Kari and Ara are in the cargo hold checking on the contraband. (Mab: “Testing the contraband.”) Kari is concerned about the legitimacy of the fence. Ara is a bit cagey about who it is, but Kari argues that it would be very easy for him to figure out who the fence is. (Kari: “There’s three other people on this ship.” Ara: “And it could be any one of those three.” Kari: “Well I can guarantee that it’s not Davey. So that leaves two people.”) While Ara insists that Kari shouldn’t know for his own safety should they be questioned by the police, Kari reassures him that he will be able to take care of himself should that happen.

Ara then accuses Kari of having no respect for authority, and Kari immediately demonstrates an extreme lack for Ara’s authority, joking about their time together in the military. (Kari: “Do you want me to call you ‘sir’ again? Would that make you feel better?”) Ara gives in and admits that

Jo is the fence, and that he trusts Jo. Kari muses over this answer, then says that he will place his trust in Jo if Ara does.

There is some discussion about the context of the negative dice given by the chat, and it's agreed that Ara trusts Kari a little less after this scene, and their relationship gets tenser. There is also the mention that telling Kari about Jo could also have been a bad move. Jade gives the negative dice to Jo.

#### FIFTH SCENE: Ara's scene, with Davey (34:34)

"Do you mind if I stay here for a little while? Like you said, it's cold, and I'm lonely." -- Alix

Alix establishes -- Ara wants to make sure that Davey isn't going to mess with the contraband plans, so he shows up to Davey's room. Davey is on his bed, uncomfortably sitting on his hands with a book on his lap. Ara asks if he can call him 'Davey' or if that is too informal, but Davey reassures him that it is a perfectly reasonable thing to call him. (Davey: "What else would you call me?" Ara: "I don't know... Your Highness?" Davey: "Please... 'Your Highness' was my father.") Ara comes over and Davey makes room for him to sit on the bed.

Ara asks Davey if there's something wrong with his hands, and Davey brushes it off to it being "cold in space". Ara offers to hold them, as his hands are "pretty big" and "can probably keep them warm". He places a kiss to the back of Davey's hands. (Ara: "I mean, this is what you're supposed to do with royalty, right?") Alix admits that Ara's plan is to seduce Davey and then later go through his stuff to check and see if he really isn't in on the contraband, so Ara continues to play nice and kiss Davey's hands, offering words of comfort as he does.

Davey pats Ara's cheeks, and thanks him for his kindness. Ara goes in for the kiss, but Davey guides him back and this time pats both cheeks. Ara maintains his grip on Davey's hands, and asks if there is anything that Davey might need. They both extend an offer of assistance if ever the other should require it -- although Davey is a bit more emotional and teary-eyed.

Alix receives a positive die, and notes that eventually Ara is able to look around and gain some useful information from Davey's room. (Mab: "It's that Davey knows jack shit.") Alix gives the positive dice to Davey.

END EPISODE