



IMPROVISATION NB PRÉSENTE :

[PAS OFFICIELLEMENT THOUGH]

#EDMUNDSTUCK

UN SCÉNARIO POUR FIASCO
ÉCRIT PAR MICHEL M. ALBERT,
VÉCU PAR DU BON MONDE
COMME VOUS



#EDMUNDSTUCK

LES RESPONSABLES

Écrit par Michel M. Albert

Couverture par Michel M. Albert

Basé sur les mésaventures des membres d'Improvisation NB, dont Ann Marie Bernier, Furn, Isabel, DJ Nath, Shotgun, Marty, Renée, Amélie, Marc, Justin, Tornado, Ludger, Zack, Sébastien, St-Pierre, Elyse, Randy, Robyn, Martin, Bauble, Josée et bien, bien d'autres.

EN BREF

Ce scénario est un accessoire pour le jeu de rôle *Fiasco* créé et distribué par Bully Pulpit Games.

Les droits d'auteur de ce scénario appartiennent à Michel M. Albert, 2014. Ceux de *Fiasco* à Jason Morningstar, 2009. Ceux du logo d'Improvisation NB à Improvisation Nouveau-Brunswick, 2012. Tous droits réservés.

Pour plus d'information sur *Fiasco*, ou pour télécharger d'autres scénarios et accessoires, visitez www.bullypulpitgames.com.

Si vous voudriez créer votre propre scénario ou accessoire, nous pouvons vous aider. Écrivez-nous à info@www.bullypulpitgames.com.



“Y'a pas de mauvais thèmes, juste des mauvais joueurs.”

VOTRE THEME...

PRAY FOR ISABEL

Un tournoi d'improvisation, oui, c'est le fun, mais personne ne réalise qu'il faut y jongler les horaires, les erreurs, la fragilité des participants... sans compter la tempête du siècle qui s'annonce.

Le plus gros tournoi secondaire jamais organisé par Impro NB se jouera à Edmundston, dans le véritable entonnoir d'intempéries qu'est la Vallée St-Jean. Il faut s'y rendre. Il faut bien y jouer et encore mieux y arbitrer parce que les Jeux de la Francophonie sont sur la ligne. Mais surtout, il faut s'en sortir pour ne pas rester... Edmundstuck.

Quand notre sens de l'humour peut juste nous porter so much loin.

INSPIRATION

Bien que le scénario soit basé sur les événements de la Qualif 2014 organisée par Improvisation NB, d'autres tournois d'impro, à tous les niveaux, ont servi d'inspiration, dont multiples Coupes universitaires d'improvisation.

PRENDRE NOTE

L'impro n'a jamais tué personne. Il est donc recommandé d'utiliser le Soft Tilt et le Soft Aftermath pour ce scénario. Les deux sont inclus sur la couverture arrière.



RELATIONS...

1 UNE FAMILLE !

- Amis d'enfance (C'est tout comme!)
- Cousins, apparemment, mais vaut mieux rien dire
- Deux générations d'improvisateurs!
- Frères et/ou sœurs (possiblement jumeaux)
- Improvisateur et parent sans compréhension
- Un lien plus fort que la famille

2 STRICTEMENT PROFESSIONNEL

- Fidèles bénévoles
- Recrue et mentor
- Nouvelle rivalité
- Diva et nouvelle étoile
- Co-organisateurs
- Bon joueur et moins bon joueur

3 AMIS

- Officiel et son ami proche sur une équipe
- Seulement pour le bien du tournoi
- Co-équipiers dans leur propre bulle
- Paire de fans obsédés
- Pires meilleurs amis
- Juges de lignes / Bromance

4 L'AMOUR EST DANS L'AIR

- Couple secret
- Se sont bequés sur scène
- Vedette et groupie
- Coup de foudre
- Des ex, pis ça fait pas longtemps
- Amour non-réciproqué

5 UNE HISTOIRE PARTAGEE

- Ancien dans les jambes et ancien qui le connaît
- Conspirateurs avec un grief
- Étaient dans la même équipe longtemps passé
- Rivalité de longue date
- Ne se connaissent que par réputation
- Mentor et oiseau qui est sorti du nid y'a longtemps

6 AVEC LA COMMUNAUTE

- Improvisateur et personne qui haïs l'impro
- Hick local et voyageur
- Employé de l'école et organisateur
- Invité spécial et accompagnateur
- Participant et son nouveau fan
- Média et personne dans l'oeil public

... A UN TOURNOI D'IMPRO

BESOINS...

1 DE GAGNER

- Le tournoi
- Une première étoile
- Pour la première fois, une place au Provincial
- De la confiance
- Une place dans le match-étoile
- Plus puni

2 DE SE SAUVER

- De travailler trop fort
- De ce trou d'MARDE!
- Des groupies
- Vivant
- De l'argent
- Des punitions

3 DU RESPECT

- Pour ses talents de plombier
- Pour son leadership
- Pour ses idées créatives
- Pour son intégrité
- Pour éviter de se faire bencher
- Pour être invité dans l'équipe d'officiel (à nouveau)

4 DE SE VENCER

- Sur l'équipe qui nous a torchés l'an dernier
- Sur des officiels corrompus
- Sur la personne qui dérange tout le monde
- Sur la personne qui t'as volé ta place
- Sur le critique qui nous a trashé
- Parce que ton nom est mal écrit... ENCORE!

5 D'ETRE TOUT CROCHE

- S'arranger de faire perdre une équipe
- S'arranger de faire perdre une région au complet
- Faire changer les règlements à son avantage
- Booze / Clopes / Dope
- Profiter des lunchs gratuits
- Semer la zizanie dans ImproNB

6 FAUT BEN ETRE IMPROVISATEUR, HEIN?

- Produire un film con
- Conduire une initiation
- Faire des checkmarks sur tout le monde
- Plugger une inside
- Plugger un différent projet
- Apprendre le jeu à mesure

... A UN TOURNOI D'IMPRO

ENDROITS ET TEMPS...

1 SUR LA ROUTE

- L'Acorn, resto unilingue anglais à Lake George
- L'autobus d'école (manque un siège)
- Highway Robbery Garage
- Station-service raciste / sexiste
- Banc de neige
- À la maison (avant, pendant ou après le tournoi)

2 SALLES DE JEU

- La table de stats
- Pendant un caucus
- Un impro qui va mal
- En bas de la bande
- Dans le public
- Lors de notre dernier match ensemble

3 PENDANT LES TEMPS MORTS

- Table qui joue juste Cards Against Humanity
- La danse (billets pas nécessaires)
- Le party secret
- Discussion philosophique
- L'alarme à feu en pleine nuit
- Atelier d'impro

4 ACCOMODATIONS D'URGENCE

- Motel - Day shift (Bienvenue!)
- Motel - Night shift (Vous nous faites faire faillite!)
- Chambre à way trop de monde
- Salle de conférence / jeu / hang-out
- Chambre privée
- Chez un ami qui vous laisse rester chez lui

5 AILLEURS DANS L'ECOLE

- Douches froides
- Dortoir d'une équipe
- Dortoir des officiels
- Cafétéria
- Toilettes / Zone sinistrée
- Entre deux portes quelque part

6 EDMUNDSTUNNNNN

- Allée de quilles
- Pizza Delight, pas mal le seul restaurant
- L'épicerie
- LE F***ING bureau de location de voiture
- L'hôtel de ville
- Aux lignes du Québec

... A UN TOURNOI D'IMPRO

CHOSES...

1 OBJETS LOUFOQUES

- Tatouages temporaires
- Billets pour la danse
- Jeu de Loups Garous
- Mascotte
- Une géante poire japonaise juteuse
- Le zizi d'un joueur

2 OUTILS NECESSAIRES

- Un gazou

- Un jersey chanceux

- Bandes mal faites

- La caméra

- Du café

- Le trophée

3 EN ARRIERE SCENE

- Le budget

- Une publicité manquée

- Jamais assez de cablage

- Feuilles de stat

- Le système de son

- Du sang (!)

4 UN PETIT GOUT DU QUEBEC

- 30 nouvelles catégories
- Une chaise lancée dans sa direction
- Commentaires contre l'équipe dans le journal local
- Un appel dans le milieu de la nuit “pour la fille”
- “Avez-vous d'l'électricité au Nouveau-Brunswick?”
- Mario Jean (Praise Be His Name)

5 PARCE QU'ON EST INNOCENT DES FOIS

- Un feu, juste un p'tit (du moins au début)
- Costume inapproprié (ex.: KKK, Beyonce, etc.)
- Twitter
- Un bouchon de bière - SCANDALE!
- Choses à lancer de la fenêtre de chambre (variées)
- Fenêtre laissée ouverte

6 HORS DE NOTRE CONTROLE

- Tempête de neige
- Grippe d'homme / Ebola
- Une claque mal lancée
- Bris mécanique
- Numéro à préparer à la dernière minute
- La police

... A UN TOURNOI D'IMPRO

FACILITATING FIASCO

PREPARATION

YOU MUST HAVE ON HAND:

A copy of Fiasco and the players you like. Two black and two white dice per player. Index cards. Several markers.

IT'S TIME TO ALSO HAVE:

Extra copies of the playsheets you'll offer.

INTRODUCTION

Welcome everyone, and explain Fiasco's tone. "Fiasco" comes from a game about a wacky, unpredictable, and unpredictable romp through the fun of failure. Emphasize the fun of failure.

Offer four or so playsheets you'd love to play and let them choose their favorite. Don't let them choose for a giant stack. Don't facilitate play-sessions you don't like.

SETUP: RELATIONSHIPS

Put an index card underneath each pair of players. Ask them to write "Relationship" at the top of this card.

Roll all the dice and sort them by number. If you get a weird roll heavy with a particular number, just roll them again. A broad distribution will make a setup with new players easier.

Explain that you won't know who your character is until later, but that you're crafting Relationships first. Each Relationship has a general category, like "Family" and a specific detail, like "Parent and Child". A Relationship must have a category and a specific detail to be listed out, so the first player (you) must choose a category.

Choose a category, pick up the associated die, and write it in the category on a card not attached to your character. Explain that anyone can air their opinion on any card at the table, not just once near them. Put one die on the card.

Turn to the person you just rolled and write their Relationship list in the place you chose. If the Relationship list is a category, you just chose or start a new category. Make sure they put the die chosen on the card.

Point out any numbers that are scarce and keep a general tally. "OK, that's the last five and we already have four. You know, you now know one, two, three, or six.".

When the Relationships each have two or more to them, a moment to discuss that you are encouraging them to do, and caution everyone to not get too interested yet.

As if anyone has a juicy secret they'd like to share with no one does. Establish a strong secret shield.

Round overly enthusiastic or "deer in the headlights" players of the opinion to Resolve. Demonstrate this yourself if necessary. Make sure to tell them they can create one person scenes, flashbacks, and play other dramatic tricks if they wish.

Standby, support other player's creative contributions. Emphasize that character death is explicitly on the table and is totally OK.

1. QUOTABLE

HANDLE THE TILT

When it is time for the Tilt, reiterate that the game is half over, illustrate the die rolling mechanism and the various roles - they will be eager to. Determine who decides the Tilt and give each of them an index card. Explain that, and when it is their turn to make a Tilt, they will have to draw from their own cards category. When both have drawn, so to speak, and they have added a detail to the other player's category, consider grabbing the dice they use rather than keeping them on the cards, so there is no confusion or mixing of dice. When the Tilt elements are decided, throw them back in the pool.

Explain that the Tilt elements are community property, and that anyone wants to see them occurring during Act Two in some fashion, they can do so.

PLAY ACT ONE

Before beginning Act Two, explain that everyone can now keep their die, after scores. This is usually an "A-ha" moment.

Emphasize that each player has only two chances in the spotlight and encourage them to make their scenes really count. Tell them that it is perfectly acceptable to have color scenes with no dialogue, as well, since these tend to be the most fun. If they are having trouble on this path, they have been provided links that go over everything needs to be thoroughly resolved, thanks to the Aftermath.

Once you have a decent Setup, figure out who's going to play. Explain that Relationships might be binary, or they might be pointing at a third party, and flexibility is encouraged in interpretation.

PREPARATION TO PLAY

Once you have a decent situation, explain how to play. Ideally, use the play mat to illustrate each step in turn.

Explain that the game takes place across two acts, interrupted by a Tilt. The first introduction will make a setup with new players easier. Too bad, it's a short Aftermath phase, so the characters need to be introduced.

Ask them to write "Relationship" at the top of this card. Roll all the dice and sort them by number. If you get a weird roll heavy with a particular number, just roll them again. A broad distribution will make a setup with new players easier.

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4. TRUTH

THE SOFT TILT

1. AN UNWANTED CONFESION

2. DORKY TURNS SEXY

3. A DEATH IN THE FAMILY

4. "YOU'RE TOO LATE"

5. "I SWEAR TO GOD I HAVE NO IDEA WHAT HAPPENED!"

6. THE BIG REVEAL

7. AN UNEXPECTED PROPOSAL

8. "I'M A MAGICIAN"

9. "I'M A SPLENDIDLY FLAWED PERSON"

10. "I'M A SICK, MINDLESS ASSHOLE"

11. "I'M A DILIGENT, HONEST, AND INTEGRAL MEMBER OF SOCIETY"

12. "I'M A CHAOTIC, DISORDERLY, AND UNPREDICTABLE INDIVIDUAL"

13. "I'M A VIOLENT, AGGRESSIVE, AND DANGEROUS PERSON"

14. "I'M A SENSIBLE, REASONABLE, AND LOGICAL PERSON"

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THE SOFT AFTERMATH

ZERO: THE WORST THING IN THE UNIVERSE

Zero: The worst thing in the universe. Yes, technically it might be worse to be pulled apart by a machine, but in this case, it is the most painful, safest, and least nothing could possibly be worse. That most sadistic, convincing friend for advice. Or you can get pulled apart by machine.

White One: Astonishing. People didn't think it was even possible to be as reviled as you, but you proved them wrong. You'll wear the world's badge for the rest of your life. Are you in pain? In protective custody, or a disguise? Probably, it's you...and in your mean, entire, fucking world.

White Two: Wretched. Sure, you fail, but everybody fails. You fail like a complete tool and it's pitiful.

White Three: Shameful. You are the toast of the town. If you want you can laugh stock and by town you mean entire fucking world.

White Four: Scared. Sure, you fail, but everybody fails. You fail like a complete tool and it's pitiful.

White Five: Desperate. Still looking for an angle, still re-strapping the old chair's stocks in a hating pattern, getting nowhere.

White Six: Mourning. Sunday the 12th will die a slow and painful death. You are the last of your kind. You are the last of us all and the last of the last of the trooper.

White Seven: Promising. To you, anyway—there's light at the end of the tunnel. You may be worse for the wear, but next time will be totally different.

White Eight: Happy. Given the possibilities, things didn't turn out half bad. Your future in flames, your dignity is intact and naked, you're still something, you're still you.

White Nine: Sad. Wonderful. Not cool, you fail like you—ever you do.

White Ten: Promising. Sunday the 12th will die a slow and painful death. You are the last of your kind. You are the last of us all and the last of the last of the trooper.

Black One: Mortified. The moment of failure this represents is something of legend. One moment ago, there was a delicate balance, something discussed in hushed tones in the gathering. The best part is that you are the source of all the cramps of the first year cake that is your life. You failed, you failed, you failed, you are no more. You are a failure, and all you had saved and dear nothing could possibly be worse. That's how you just thought of it? Not bad enough? Try again, and show your character the badge of the people and things you hold dear, by far a much better.

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Black Two: Mortified. Sunday the 12th will die a slow and painful death. You are the last of your kind. You are the last of us all and the last of the last of the trooper.

Black Three: Mortified. Sunday the 12th will die a slow and painful death. You are the last of your kind. You are the last of us all and the last of the last of the trooper.

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Black Five: Mortified. Sunday the 12th will die a slow and painful death. You are the last of your kind. You are the last of us all and the last of the last of the trooper.

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