

Fiasco Group Change Log

Brandon – **Vapor Trails**

3/13

Wrote the outline for my playset.

3/16

Drafted the first version, complete with all the tables.

3/17

Wrote the intro and insta-setup

3/20

Received grammar and spelling edits

3/25

Tweaked some parts of the relationship chart

4/3

Added details to the "More to the point" section about using Fiasco official rules.

Added info to the "Thanks to..." section

Heather – **Reality Check**

3/9

Came up with scenario setting and modified an existing playset as a start-up guide.

3/10

Modified playset to better reflect the setting

Relationships: Replaced The Past with Convention Connection and made all new connections accordingly;

Family- replaced Parents and Step-child with Grandparent and Grandchild;

Work- changed names of connections and replaced majority with new connections; Romance- replaced Divorced and remarried spouses with Crush, changed names to two connections;

Crime- kept Thieves and replaced all other connections with new ones.

Changed Community to Club/Business.

Needs:

To Get Lost - replaced one desire with a new one and changed names to three other desires;

To Get Even - changed all but two desires;

To Get Rich - replaced all but two with new desires then changed To Get Rich to To Make Money;

To Get Respect - changed all but one desire to new desires;

To Get Away - only changed one desire to a new one;

To Get Laid - changed only two desires.

Objects:

Unsavory- took out all but one item; Information - took out one item;

Valuables - took out one item;

Weapons - took out one item.

Locations - Made all new locations and placements.

Insta-Setup: used existing Insta-Setup as guide in making an all new one.

3/11

Locations - Made all new locations and placements. Insta-Setup: used existing Insta-Setup as guide in making an all new one.

3/12

Relationships: Changed Club/Business to Geek Community and made all new connections.

Needs: To Get Even - Replaced all desires with new ones. Changed To Make Money to To Win and changed all desires with new ones. Changed To Get Respect with To Find and replaced all desires with new ones. To Get Laid - Changed two desires with new ones and changed names to two desires.

Locations: Reorganized some placements into different locations when found two locations shared placements and also changed a few placements with new ones as well as changed Room Events to Extra Events/Locations.

Objects: Took out all objects besides Weapons and replaced with new objects and items, including all items in Weapons.

Insta-Setup: Adjusted to match changes found in Objects, Locations, and Needs.

Named playset "Reality Check: Geek Convention in Midwest USA".

3/12

Changed Room Events to "Safe Zone" to Extra Events/Locations.

3/13

Needs: Changed To Get Away to To Learn and changed all desires with new ones.

3/16

Made changes to Tilt Table in Mayhem (added detail to one misfortune), Tragedy (changed Death, out of the blue to Severe Illness takes hold to add variety), Innocence (changed one detail to one misfortune), and Guilt (generalized one misfortune).

3/29

Added more locations to Insta-Setup

Added one more Need to Insta-Setup.

4/3

Removed details to two locations.

Removed detail from one connection in Relationships

Minor edit: Removed details to two placements in Locations

Cole - **Techno-Cruise**

3/15

Brain storming. Techno-yacht idea is formed

3/17

basic idea is put into format

3/30

Wrote out more variables.

4/1

Finished writing the rest of the playset.

4/4

Polish and finishing touches. Finished filling out objects category as that gave me some trouble.