

Cartoon Fiasco

Relationship

1. Family
 1. Siblings
 2. Parent/child
 3. Cousins
 4. Grandparent/child
 5. Married
 6. In-laws
2. Friends
 1. Besties
 2. Acquaintances
 3. Frienemies
 4. Classmate/Coworker
 5. Childhood friend
 6. Internet Friend
3. Romantic
 1. Boyfriend/Girlfriend
 2. Old flame
 3. Stalker/Stalkee
 4. I like you/you don't like me
 5. Cute neighbors
 6. Secret Crushes
4. Enemies
 1. Frienemies
 2. Arch-nemeses
 3. Evil Doppelganger
 4. Bad rep/good rep
 5. Bully/bullied
 6. Sports/Contest rivals
5. Coworkers
 1. Boss/employee
 2. Intern/Mentor
 3. Work on the same machine
 4. Teacher/Student
 5. Sponsor/Athlete
 6. Ex-Employee/Employee
6. Neighbors
 1. Odd couple
 2. Loud neighbor/quiet neighbor
 3. Rich neighbor/poor neighbor
 4. Kid neighbor/old man neighbor
 5. Farm neighbor/Alien neighbor
 6. Ghost neighbor/human neighbor

Location

1. Home
 1. A burrow in the desert
 2. Evil genius' lair
 3. Simple apartment
 4. Haunted house
 5. Superhero's lair
 6. Cave with monster
2. Work
 1. Doughnut shop
 2. Dangerous Factory
 3. Grocery store
 4. Toy store
 5. Gas station
 6. Antique shop
3. Stadium
 1. Gladiator
 2. Live music
 3. Drama
 4. Sports (football, soccer, basketball, baseball, hockey)
 5. Pool
 6. Movie theater
4. Tourist attraction
 1. Theme park
 2. Tourist trap (mystery, world's largest)
 3. Museum
 4. Monument
 5. Tall building
 6. Movie set
5. Nature
 1. Mountains
 2. Woods
 3. Underwater
 4. Clouds
 5. Back yard
 6. Fields (farm)
6. Transport
 1. Blimp
 2. Plane
 3. Ship
 4. Bus
 5. Train
 6. Submarine

Needs

1. Proving something
 1. Others are doing something dangerous (busting)
 2. I know things!
 3. I'm the greatest!
 4. Already paid you!
 5. I didn't kill anyone!
 6. That smell isn't me!
2. Getting a reward
 1. Physical
 2. Mental
 3. Spiritual
 4. Comments/Likes/Subscriptions - Social
 5. Emotional
 6. Everybody's safe
3. Revenge
 1. Doing a prank (air-horn, ice bucket, shook up soda)
 2. Torment (physical or emotional)
 3. Hurting friends
 4. Betrayal/Lying
 5. Sabotage
 6. Impersonation/Rumors
4. Protect Something
 1. Save the world!
 2. Save the family/love interest!
 3. Save my phone!
 4. Save the animal!
 5. Save my sanity!
 6. Save my food!
5. Winning a contest
 1. Gameshow
 2. Sports/Eating contest
 3. Beauty contest
 4. Art contest
 5. Spelling bee
 6. Work contest

Objects

1. Weapons
 1. Magic sword
 2. Stick of Dynamite
 3. Gun
 4. Anvil
 5. Giant Hammer
 6. Shield
2. Clothing
 1. Mascot suit
 2. Magic helmet
 3. Overalls
 4. Police uniform
 5. Itchy Pants
 6. Grandma's sweater
3. Treasure
 1. Pirates' gold
 2. Ticket
 3. Currency
 4. Pretty Pictures
 5. Old memories/trophies
 6. Paintings
4. Food
 1. Tide pods/Laundry detergent
 2. Sushi (possibly poisonous)
 3. Super sour lemon
 4. Super messy spaghetti
 5. Rare Super Energy Soda
 6. Moon cheee
5. Magic item
 1. Scroll
 2. Soul gem
 3. Fan that spits fire
 4. Real-life logic
 5. Flying potato
 6. Bag of magic beans
6. Health item
 1. Bandages
 2. Aspirator
 3. Super power serum
 4. Health gun
 5. Cure for bad breath
 6. Cheeseburger

Quick Reference

Setup

- Relationships between each person
- One detail per relationship
 - At least one need, location, and object
- Ignore the number on the last die. It's any number you want.

A Scene

- Pick "begin it" or "end it"
- Tell the beginning
- Take a white or black die for a good or bad ending
- Tell the end
- Give it to someone else

Act 1 - Everyone gets two scenes

Tilt

- Roll your dice
- Add white dice together
- Add black dice together
- Subtract them
- Whoever has the highest white and highest black get to choose complications
- Keep your used dice
- Roll unused dice
- Use them to choose two things from page 56
- Put "unused" dice back in the middle

Take a break

Act 2

- Everyone gets two more scenes
- This time don't give the die you get to anyone else; keep it.
- The last die can be "good" or "bad." It's any color you want.

Aftermath

- Roll your dice
- Add white dice together
- Add black dice together
- Subtract them
- Check your score on the p58-59 tables. That's your ending type
- Taking turns, each player
 - puts a die in the center of the table
 - says "Here is [name]..."
 - describes something that matches your ending type
 - until no more dice are left