As featured on Wil Wheaton’s show Tabletop, Fiasco is a game about ordinary people with powerful ambition and poor impulse control. There will be big dreams and flawed execution. It won’t go well for them, to put it mildly, and in the end it will probably all go south in a glorious heap of jealousy, murder, and recrimination. It’s designed to be played in a single session, usually around two and a half hours, with no prep.