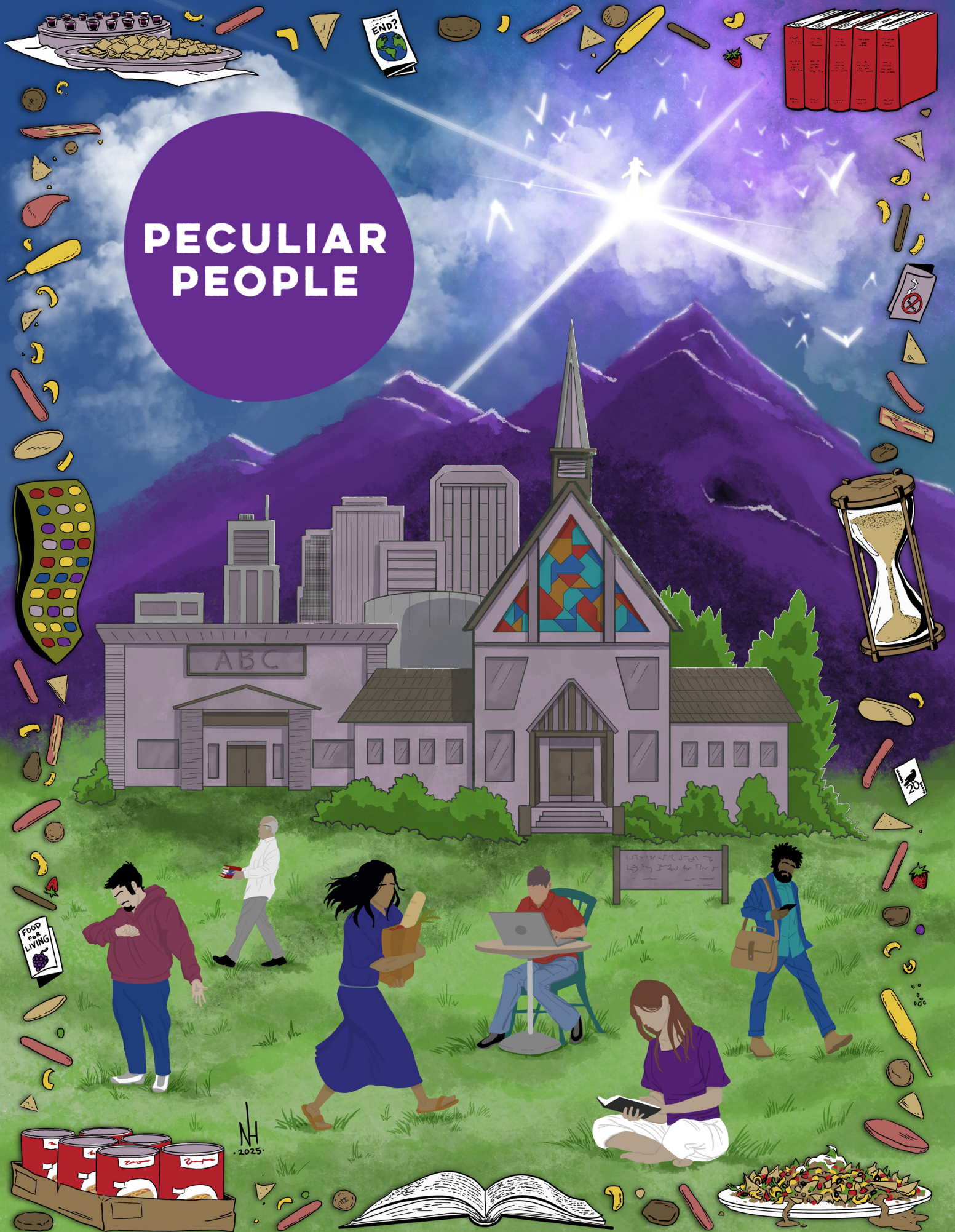


PECULIAR PEOPLE



PECULIAR PEOPLE

A FIASCO PLAYSET

THE SCORE

Somewhere inside the SDA bubble . . .

The sun rises on many an Adventist logo in Peculiar City. Schools, hospitals, community centers, and churches all bear the Seventh-day Adventist name, and you can't throw a stone without breaking the nose of an Adventist you know. There's tremendous community and support in a town like this, but also plenty of opportunity for gossip, bullying, and hiding apostasy in the shadows. But when Saturday morning comes, it's always a happy Sabbath.

MOVIE NIGHT

Believe Me, Lady Bird, The Greatest Christmas Pageant Ever, Under the Banner of Heaven, Derry Girls, Jesus Revolution.

Every subculture has its peculiarities, those little things that only those who live in that world will fully understand. It is up to your group to decide whether you would like to view the "peculiar" nature of the church through the genre of light-hearted comedy, a more intense drama, or somewhere in between.

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RELATIONSHIPS

1). FAMILY

- Parent/Child
- Grandparent/Grandchild
- Siblings
- Distant relatives recently connected
- Pastor/Pastor's Kid
- Recently became related by a marriage in the family

2). ROMANTIC

- High school sweethearts
- I Kissed Dating Goodbye couple
- Divorced
- Secret relationship
- Devout SDA/Closeted agnostic
- Empty-nesters

3). CHURCH

- Overworked deacons/deaconesses
- Competing elders
- Treasurer/Big tither
- Founding members of the local church
- AV volunteers
- Sabbath School teachers

4). SCHOOL

- School board chair/Principal
- Friends from Adventist Colleges Abroad
- Teachers
- Best friends since kindergarten
- Rival home school parents
- College roommates

5). MEDICAL

- Missionaries on furlough
- Nurses
- Self-supporting medical college staff
- Hospital President/CFO
- Doctor/Medical student
- Naturopathic health message presenters

6). MINISTRY

- Summer camp coworkers
- Local conference administrators
- Independent ministry leaders
- Youth Rush director/Assistant director
- Head pastor/Youth pastor
- Bible workers

... FOR PECULIAR PEOPLE

NEEDS

1). TO EARN

- That incredibly difficult Pathfinder honor
- Enough money to go on that mission trip
- Salvation through works, even though you say you believe in grace
- Your place as chair of the church decorating committee
- The blessings of your significant other's parents
- Your church membership in good standing again

2). AVOID

- Worldly pleasures
- Any sort of conflict
- Your ex who now attends your church
- Your cognitive dissonance over your life choices
- Being a stumbling block for someone else
- Calls from nominating committee

3). ACCEPT

- Forgiveness for that one night
- The things I cannot change
- Your family member despite your differences
- The task God has given you to do
- That Jesus could actually love you
- Yourself just the way you are, with 0 expectation for further development

4). TO PROVE

- Your interpretation of Scripture is the most accurate
- You're not like other Adventists
- Your worth as the next church worship leader
- The Health Message is the answer to all life's problems
- Paying tithe after taxes, mortgage, and Bugatti car payments is still paying tithe
- Seventh-day Adventism is not a cult

5). TO GET

- Hired at summer camp
- The most stars in your crown
- Featured on 3ABN
- Married to someone you didn't meet at an Adventist institution
- The lost manuscript of Uriah Smith into the hands of the public
- "Top Seller of the Week" during Youth Rush

6). TO SHARE THE GOSPEL

- Through any means necessary
- With that cute atheist working at Subway
- Through a surprisingly contextual method
- In the seedy section of town
- Despite crippling social anxiety
- Through your unusual spiritual gift

... FOR PECULIAR PEOPLE

LOCATIONS

1). CHURCH BUILDING

- The deacon closet
- The church parking lot
- The AV booth
- The youth room loft
- A bountiful potluck in the fellowship hall
- The secret storage room

2). SCHOOL

- The playground
- The teachers' lounge
- The gymnasium
- The one room in the one-room schoolhouse
- The old chapel
- The band room

3). LOCAL ADVENTISM

- The ABC
- The Conference Office
- The Camp meeting main tent
- The Dorcus building
- The usual Sabbath hiking trail
- The potluck park

4). WHERE ANGELS DON'T GO

- The local bar
- Peculiar City Cinema
- Starbucks
- Planned Parenthood
- Peculiar Casino
- The underground night club

5). SPECIFICS

- Loma Linda University
- Oshkosh, WI
- Taco Bell
- Andrews Theological Seminary
- Doug Bachelor's cave
- General Conference Headquarters, Silver Springs, MD

6). EVENTS

- Pathfinder camporee
- Vacation Bible School
- A mission trip
- Midweek prayer meeting
- Daniel and Revelation seminar
- Church board meeting

... FOR PECULIAR PEOPLE

OBJECTS

1). FOOD

- A case of Big Franks
- The ultimate haystack
- Frozen pronto pups from last Camp Meeting
- Special K Loaf
- Communion bread
- An unreasonable amount of tofu

2). CHURCH BUILDING

- A sealed tithe envelope
- A recently reupholstered church pew
- The master key
- A poorly designed church bulletin
- A massive Nathan Greene painting
- The old pipe organ

3). YOUNG PEOPLE

- An assortment of puppets
- The Bible Bowl Trophy
- A fully loaded Pathfinder sash
- A felt board set
- An overly complicated craft
- A Veggie Tales DVD

4). PUBLICATIONS

- Guide Magazine
- A perfectly placed GLOW tract
- A Blue Bible Story book
- The Sabbath School Quarterly
- A Fulcrum7 article
- An obscure Ellen White quote

5). PROGRAMS

- An unprecedented Mission Spotlight video
- A Fountainview Academy music video
- Amazing Facts with a very special guest
- Your Story Hour
- A trendy Adventist podcast
- The local student-run Adventist radio channel

6). FORBIDDEN

- A drumkit
- A fresh tattoo
- Secret bacon
- Pierced ears
- The Investigative Judgment and the Everlasting Gospel, by Desmond Ford
- A receipt from a restaurant visited during Sabbath hours

... FOR PECULIAR PEOPLE

THE TILT

Each player rolls all their personal dice and then adds their Success colors together and their Failure colors together. The person with the highest number of the Success color chooses the category and the person with the highest number of the Failure color chooses the defined item. Roll all remaining dice in the center of the table. Use these dice as the pool from which the high rollers will draw.

1). HAVOC

- A reckless spiral of destruction
- Desperate pursuit
- Something dangerous is unleashed
- Unparalleled self-sabotage
- Justice turns vengeful
- Misguided desire

2). MISFORTUNE

- Totally unexpected death
- A permanent and devastating life change
- A confusing agony
- Totally expected death
- An agonizing confusion
- A brutal, drawn-out end

3). INNOCENCE

- The “pure in heart” might not be so pure
- A bystander is swept into the chaos
- The innocent bears the punishment
- Unseen victims pay the price
- Love endures...but it's complicated
- A good Samaritan steps in

4). GUILT

- An emergency committee is called
- A backstabbing friend
- Someone finally listens to the convicting voice of the Holy Spirit
- Greed is the root that trips someone up
- Panic leads to rash behavior
- A final reckoning

5). SUSPICION

- A stranger shows up seeking retribution
- Maybe it's not God's providence
- Everything changes after the crossing of paths
- The first becomes last
- Something is stolen...or is it?
- Someone's been lurking

6). FAILURE

- The perfect foolish plan
- The fire that consumes
- Tiny sins lead to disaster
- The best laid plans are laid to rest
- Oh, that wasn't settled?
- Fear brings devastation

THE AFTERMATH

Each player rolls all their personal dice. Add the Success colors together and the Failure colors together. Then subtract the smaller number from the larger number. This is your aftermath result. (i.e. 4 & 2 on Success dice & 1 & 2 on Failure dice. $6 - 3 = 3$: “Punishing”)

ZERO: Beyond catastrophic. The kind of outcome that makes people wonder how it could possibly get any worse—and then it does.

ONE: Infamous failure. A disaster so epic it’ll be retold for years as a cautionary tale.

TWO: Shattering. The consequences leave you and everything you value in ruins.

THREE: Punishing. All that mattered is gone, leaving scars both seen and unseen.

FOUR: Utter disgrace. Humiliation on a massive scale, with your reputation shattered.

FIVE: Pitiful defeat. Everyone stumbles, but your failure is extra embarrassing to watch.

6-7: Mediocrity stings. The world turns its back, and even you struggle to like who you’ve become. Perhaps this is where repentance and new purpose are born.

8-9. Typical setback. You’ve been humbled, maybe bruised, but perhaps wiser.

10-12: Respectable ending. You survived with dignity, maybe even walked away with some gains. Time for a quiet celebration.

13+: Abundant victory. Not only do you endure, but you find yourself blessed beyond expectation. Give thanks and rejoice!

INSTA SETUP

RELATIONSHIPS

For three players...

Family: Parent/Child

Church: Founding members of the local church

Ministry: Head Pastor/Youth Pastor

For four players, add...

School: Best friends since kindergarten

For five players, add...

Romantic: Devout SDA/Closeted agnostic

NEEDS

For three players...

To Share the Gospel: Through any means necessary

For four or five players, add...

To Prove: Seventh-day Adventism is not a cult

LOCATIONS

For three, four, or five players...

Where the Angels Don't Go:
Peculiar City Cinema the local church

OBJECTS

For three, or four players...

Publications: A perfectly placed GLOW tract

For five players, add...

Forbidden: A drumkit

... FOR PECULIAR PEOPLE