

Otto Von Klank

GERMAN SERGEANT

Otto Von Klank

Otto is unhappy with Germany's post-war situation. He races to escape the conditions back home.

Special Ability:

Otto subtracts one from the Discard Penalty of all Road Sections he enters. If more than one type of Discard is required, Otto can choose which discard requirement he will ignore.

Sidekick Ability:

Otto's primary associate, corporal Adolf, has similar disaffection for the going's on in his home country to Otto's. Their camaraderie keeps them both going, no matter how grim their circumstances. Adolf can discard any Special card at any time, and draw up to three cards to replace it.



Angus MacTavish

SCOTTISH INVENTOR

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Angus has been building contraptions his entire life. Angus has often said that a great fit of foul language and a well-placed kick will do as much to get a machine working as any tool or part.

Special Ability:

Angus may play a Personality or Equipment to Negate any Mishap.

Sidekick Ability:

Angus' uncle Conner is also an inventor, if not a bit mad. If Angus Rests adjacent to a Road section, his uncle Conner can play a Special card to fabricate a contraption that will get Angus into the Road section with no discard or other penalties on the following turn. Each contraption will only work once.



Luigi Rigatoni

ITALIAN RACE CAR DRIVER

Luigi Rigatoni

As the only professional driver in the competition, Luigi is one with the road. Racing is one of his great passions. Luigi has female fans in every major city in Europe, and has enjoyed many meaningful relationships, some lasting several days.

Special Ability:

Luigi always adds one to his Draw Rate.

Sidekick Ability:

Luigi's cousin Alfredo is his long-time, trusted mechanic. Alfredo is obsessed with auto repair. With a tool and some oil, and he can keep busy all night. Alfredo may remove one Mishap from Luigi's car every turn, even when not Resting.



Fifi Le Boom

FRENCH SILENT MOVIE STAR

Fifi's agent insists that she race for publicity in these troubled times. She just hopes that this self-promotion will help her gain a contract with a larger studio, and hopefully a role in these new "talkies." Her great charm and beauty allow her to glide through obstacles.

Special Ability:

Fifi may play any Personality card to Negate any card or effect just played against her.

Sidekick Ability:

Fifi has a Publicist who frequently travels with her or meets her at various stages in her adventures, making sure that the media are aware of her every move. Her publicist allows her to play Subplot cards as if they were Personality cards.



Dexter Johnson

AMERICAN MILLIONAIRE

Dexter Johnson

Dexter is an industrialist and has enormous resources to draw upon. When the situation gets rough, he throws money at the problem until it goes away.

Special Ability:

Dexter always adds two to his hand size. He also gains double the normal Rest bonus. (Remove two Mishaps and draw four cards.)

Sidekick Ability:

Dexter's assistant is a first-rate saleswoman. She can give any player in the same Road section one card and request one card type (Driving, Mishap, etc.) in return. The player receiving the card must either give Dexter one card of that type or two cards of any type.



Sir Reginald Bartholomew III

BRITISH NOBLEMAN

Sir Reginald Bartholomew III

Sir Reginald is a far-removed member of the royal family. Born and raised as English nobility, a word from him carries great weight. He dabbles in many fields, including archeology, sailing, and auto racing.

Special Ability:

Sir Reginald may play one card after his Draw Phase, even on turns during which he Rests.

Sidekick Ability:

Reginald retains a gentleman's gentleman named Jeeves. Jeeves acts as butler and chauffeur. Jeeves knows that Reginald can afford the best, so Jeeves will inspect everything before accepting. Once per turn, one card drawn can be discarded immediately and redrawn.



PLAYER AID SHEET

SEQUENCE OF PLAY

Play Cards OR Rest. To Rest, Draw two cards & discard a Mishap on your Racer.
Draw your Draw Rate.

Hand Size is the maximum number of cards you may have in your hand at any time. Your Hand Size is six, unless otherwise specified.










Draw Rate is the number of cards you draw during your turn. Your Draw Rate is two, unless otherwise specified.

A **Hero** draws a card to his or her Karma Hand for every card he or she plays to assist another Racer with Sub-Plots or Mishaps. A Hero may not play Mishaps. A **Neutral** may play any card to satisfy each condition of every Sub-Plot played against him or her.

A **Villain** draws a Fiendish Plot to his or her Karma hand for every Mishap the Villain plays successfully against another Racer.

Road Sections needed to finish the game:

Two Players = 8 Road Sections
Three Players = 10 Road Sections
Four or More = 12 Road Sections

-  **Road section.** Played in a line to compose the Race Course.
-  **Driving.** Played on your turn to enter a Road Section.
-  **Terrain.** Played on your turn on a Road Section to change that Road's characteristics.
-  **Sub-Plot.** Played on your turn against another Racer. Slows him or her down.
-  **Mishap.** Played on your turn against another Racer. Slows him or her down.
-  **Equipment.** Played on your turn. Helps defeat Sub-Plots and Mishaps.
-  **Personality.** Played on your turn. Helps defeat Sub-Plots.
-  **Special Card.** Played at any time.
-  **Fiendish Plot.** Played by a Villain on his or her turn to ruin your day.

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