



JAUNTY JALOPIES

SECOND EDITION

INTRODUCTION

Jaunty Jalopies is One Small Step's card game of madcap auto racing in the Roaring 20s. Jaunty Jalopies may be played by two to four Players. Adding another set increases the number of possible Racers to six. The game depicts the danger and hijinks of a fictitious automobile race circuit during the Roaring 20s.

Each Player takes the role of one of several Racers, each with Special Abilities derived from his or her personality, skills, sidekick, and automobile.

START YOUR ENGINES!

Character Selection

Each Player selects one of the Racer Character Sheets. The Player now uses that Racer's identity and Special Abilities.

Each Racer takes a Pawn and Marker of the same color. The Pawn is placed on one side of the table, along with the pawns the other Racers have chosen. This area with all of the selected pawns is called the Starting Line.

Each Racer decides whether to be a Hero, a Neutral, or Villain, and places the Marker on his or her respective Character sheet to show the decision. That is, if he or she chooses to be a Hero, the Marker is placed on the large white "H." If the Racer chooses to be a Villain, the Marker is placed on the large white "V." Otherwise, the Marker is placed on the photo or text.

The Decks

Separate the Fiendish Plot cards from the rest of the playing cards. Fiendish plots are easily identified by their solid black backs.

Shuffle both card piles. Place them face down near the middle of the table, where all Racers can reach.

Deal cards to each Racer according to his or her respective Hand Size. All Racers have a Hand Size of six, unless otherwise specified. Fiendish plot cards are not dealt. Racers portraying Villains can acquire these during the game. Neutral and Hero Racers will not acquire Fiendish Plot cards.

GO!

Sequence of Play

Each Player takes his or her turn in clockwise rotation around the table. Each turn is composed of an Action Phase and a Draw Phase.

Action Phase

During the Action Phase of your turn, you may EITHER play cards from your hand OR Rest.

If you decide to play cards, you may play as many cards as desired.

If you decide to Rest, you may not play cards, BUT you may draw two cards AND remove one Mishap previously played against your Racer.

Draw Phase

Draw your Draw Rate into your Hand. Note your Hand Size. All Racers have a Draw Rate of two, unless otherwise specified.

A Racer who rests draws cards twice, once for Resting, and once more for his or her Draw Phase. When Resting, the Racer draws two cards. During his or her Draw Phase, the Racer draws his or her Draw Rate in cards.

Rules of the Road

Choose one Racer to go first by whatever means you prefer.

The Racer who plays first goes through the Sequence of play. He or she first chooses to Play Cards or Rest. Then the Racer executes his or her Draw Phase. Play then passes clockwise around the table, each Racer completing a turn and passing play to the next until one Racer wins.

The object of the game is to be the first Racer whose pawn crosses the Finish Line. The Finish Line is the eighth Road Section put into play in a two Racer game, the tenth Road Section in a three Racer game, and the twelfth in a four or more Racer game.

Racers play Road sections in a line from the Starting Line across the table. A Racer may move his or her pawn into an adjacent Road section by playing a Driving card. The Racer must also pay any discard penalties of the Road section entered.

If a Racer is at the Starting Line, and there are no Road Section cards in play, then that Racer may place a Road Section card at the Starting Line, pay any discard penalties indicated by the Road Section, and move his or her Pawn onto that card. This becomes the first Road Section along the Course.

If a Racer puts a Road section into play, he or she must also pay all Discard penalties imposed by that Road Section, and then move his or her Pawn onto that card. If a Racer can't pay the Discard penalty of a Road Section, he or she may not put it into play.

A Racer may only put a Road Section into play if his or her Pawn is on the front-most Road Section. This is the Road Section that is farthest from the Starting Line. The Starting Line acts as the front most Road Section if no Road Section cards are in play,

To enter a Road section already in play, a Racer must play a Driving card. Driving cards are used to move forward or backward on the Course at the rate of one Road section per Driving card.

During his or her Action Phase, a Racer may play Mishaps and Sub-Plots against other Racers. The Mishap or Sub-Plot is placed in front of the target Racer, and its effect is announced.

Mishaps have effects stated on them. They are removed by Resting or playing cards that defeat Mishaps.

Sub-Plots prevent the target Racer from playing Driving cards to advance down the Course until the conditions on the Sub-Plot have been met. Driving cards MAY be played by a Racer on a Sub-Plot for other purposes.

No Sub-Plots may be played against a Racer who already has one in play against him or her. A Racer may have any number of Mishaps in play against him or her.

During his or her turn, a Racer may play any number of Equipment and Personality cards to satisfy the requirements of Mishaps, Sub-Plots, and Fiendish Plots. If several cards must be played to satisfy the conditions on a Mishap, Fiendish Plot, or Sub-Plot, then the cards required MUST be played in the order in which they appear on the card.

Special cards have no letter in their symbol box, and may be played at any time.

VICTORY!

In the standard game, the winner is the first racer whose car enters the final Road Section card. A race lasts eight Road Sections in a two-Racer game, ten Road Sections in a three-Racer game, and twelve Road Sections in a four or more Racer game.

COMPONENTS

Playing Cards

Each Racer holds a hand of playing cards. Putting these cards into play permit Racers to advance in the race, throw down obstacles in front of opponents, or enhance their own abilities.

Each card has one or two symbols in its upper-right hand corner to denote its type. The type of card determines when it may be played, and what it does.



Road Section

Road section cards are played during the Action Phase of the Racer's turn.

Road section cards are played by laying them out in a line from one side of the table to the other. This line of Road Sections is called the Course.

To enter a Road section, a Racer must play a Driving card. Most Road Sections are also Driving cards. If a Racer puts a combination Road Section and Driving card into play, the Road Section counts as the Road Section AND the Driving card otherwise required to enter it.

Most Road Section cards have a Discard Penalty of some kind. In order to enter such a Road Section, a Racer must play a Driving card and discard the cards required by the Road Section.



Driving

Driving cards are played during the Action Phase of the Racer's turn.

To enter an adjacent Road Section card, a Racer must play a Driving card. Driving cards may also be played to meet the requirements for select Sub-Plots and Fiendish Plots. Many Driving cards are also Road Sections.



Terrain

Terrain cards are played during the Action Phase of the Racer's turn.

Terrain cards are played to modify Road Sections. Racers may place no more than one Terrain card adjacent to each Road

Section. The rules on the Terrain card supplement the rules on the Road Section. For example, if the Road Section has a discard penalty of two, and a Terrain card adjacent to that Road Section increases the discard penalty by one, then the total discard penalty is three.



Personality

Personality cards are played by a Racer during the Action Phase of his or her turn.

Personality cards represent the Racer's ability to talk or charm their way out of bad situations or into good situations. Personality cards may be played to meet the requirements for select Sub-Plots and Fiendish Plots.



Equipment

Equipment cards are played by a Racer during the Action Phase of his or her turn.

Equipment cards represent the tools and spare parts that most Racers have with them. Equipment cards may be played to meet the requirements for select Mishaps, Sub-Plots, and Fiendish Plots.



Mishap

Mishap cards are played by a Racer during the Action Phase of his or her turn.

Mishaps are played against fellow Racers to slow their advance. Each takes effect immediately, and stays in play until the Racer targeted by the Mishap takes a game action that removes the Mishap.



Sub-Plot

Sub-Plot cards are played by a Racer during the Action Phase of his or her turn.

Sub-Plots are played against fellow Racers to slow their advance. Each stays in play until the Racer targeted by the Sub-Plot meets the conditions on the Sub-Plot.

To meet the conditions of the Sub-Plot, simply discard, in order, one card of each type that appears in all capital letters. All other text on the card is story, and can be ignored. For example, if a Sub-Plot says "DRIVE to the Store," simply discard a Driving card. There is no store. That text is just for flavor.

To record what has been applied to a Sub-Plot, place each played card beneath the Sub-Plot. Once complete, move the Sub-Plot and all of its discards to the Discard Pile.

While a Sub-Plot is in play against a Racer, that Racer is prohibited from playing Driving cards to modify his or her position along the Course.



Fiendish Plot

Fiendish Plot cards are accumulated and played only by Villains.

A Fiendish Plot card is drawn from the Fiendish Plot deck by a Villain who successfully plays a Mishap on an opponent.

A Fiendish Plot is played by a Villain during the Action Phase of his or her turn. Only one Fiendish Plot may be played during a single Action Phase.



Special

Special cards may be played at any time.

Special cards tend to be very powerful, and are used to make significant changes to the inertia of the game.

Dawns and Markers

Each Racer has pawn that represents his or her automobile on the course, and a

matching Marker (checker) to keep Pawn ownership straight and indicate which Racers are Heroes and which are Villains.

At the start of the game, each Racer takes a Pawn and Marker of the same color. The Pawn is placed on one side of the table, called the Starting Line, with all other Racer-selected Pawns.

Each Racer then places his or her matching Marker on his or her Character sheet to remind all Racers which pawn is assigned to each Racer.

If a racer decides to be a Hero (or Villain), the Racer places his or her Marker on the Hero (or Villain) area of his or her respective Character Sheet.

Character Sheets

Each Racer selects a Character Sheet before play. The Character sheet is used to remind all Racers what their respective Special Abilities are, and to show who are Heroes and who are Villains. Characters who are neither heroes nor Villains are Neutral.

Special Abilities

Each Racer has one or more Special Abilities. These are used by the Racers to advance their respective positions or avoid obstacles placed in their way by other Racers.



Heroes, Villains, and Neutrals

Each Racer decides whether to be a Hero, a Villain, or Neutral before the start of each Race.

If a Racer decides to be a *Hero*, he or she takes a Marker and places it in the Hero area of his or her Character Sheet.

As a Hero, the Racer may play cards to aid other Racers with Mishaps, Sub-Plots, and Fiendish Plots played against them. Every card so played permits the Racer to draw a card from the Draw deck and set it aside in a Karma hand. Cards in a Racer's

Karma hand can be used just like the Racer's hand of cards.

A Hero may not play Mishaps against other Racers.

If a Hero plays the final card to complete a Sub-Plot, neither the Racer the Sub-Plot was played against nor the Hero may play a Valuable Experience to gain from the completion of that Sub-Plot.

If a Racer decides to be a *Villain*, he or she takes a Marker and places it in the Villain area of his or her Character Sheet.

As a Villain (Boo!), the Racer gathers power from evil deeds. Every Mishap card a Villain successfully plays against an opponent permits the Villain to draw a card from the Fiendish Plot deck and set it aside in a Karma hand. Cards in a Racer's Karma hand can be used just like the Racer's hand of cards.

If a Racer decides to be *Neutral*, the Racer places his or her Marker on his or her Character Sheet, away from the Hero and Villain areas.

As a Neutral, the Racer is focused on the Race, and not on the antics of the other Racers and fans. A Neutral racer may play any type of card to meet a card requirement of any Sub-Plots played against him or her.

A Neutral may never play a Valuable Experience card, though he or she may use them to meet any sort of discard requirement.

ADVANCED RACES

Racers looking for different ways to play are encouraged to try these alternate race types. We recommend these for tournaments or for Racers who wish to play campaigns with their respective gaming group.

Rally Racing

A Rally is a race that is run in segments. Players complete three Races of six Road sections each. Each segment continues until all Racers cross the Finish Line. The

winner of the third segment wins the entire race.

The order each Racer completes each segment is recorded to determine how many cards he or she will begin the following segment with. Each racer begins with his or her proper number of cards, less the position in which he or she finished. That is, the Racer who came in first place in the first segment, begins with five cards in the second segment (Six cards minus one for first place). The Racer who came in third place in the second segment, begins the third segment with three cards (Six cards minus three for third place).

Unused cards in Karma hands carry into the following segment.

The winner of each segment goes first in the following segment. Play continues from that Racer's position clockwise around the table.

Endurance Racing

Endurance Racing is unique in that each car has two drivers, the Racer, and the Racer's Sidekick. The car is driven 24 hours a day, so the Racer is driving half the time, and the Sidekick is driving the other half.

At the start of the game, the first player takes an unused Character sheet, and places it face up in the center of the table.

Every time the Racer who went first begins a turn, the unused Character sheet is turned over. That is, the Character sheet is turned face down if it is face up, and face up if it is face down.

While the unused Character sheet is face up, only Racers' main Special Abilities function. Sidekick Abilities do not.

While the unused Character sheet is face down, only Racer's Sidekick Abilities function. The Racers' main Special Abilities do not.

Partner Racing

Partner Racing is unique in that each car is driven by two professional Racers. This kind of race requires four or six players.

Two Racers use their hands and main Special Abilities to move a single Racer pawn towards the Finish Line. Sidekick Abilities do not function.

Partners must sit across from each other at the table, such that as play proceeds clockwise around the table, one player from all partnerships plays once before the other player from a partnership plays.

A Sub-Plot against a Racer only prevents that Racer from advancing the pawn. The partner Racer can still move the pawn along the Course.

Team Racing

In Team Racing, Racers form teams of two. This works exactly like Partner Racing, except that each racer has her or her own Racer pawn, and Victory is determined by the order when the second pawn from each team crosses the Finish Line.

Circuit (Tournament) Racing

Circuit Racing is a series of three to five normal, Rally, and/or Endurance races that are played until the last Racer crosses the Finish Line.

Each player scores ten points for each race completed, less the position he or she came in during that race. Thus, a Racer who comes in second earns eight points.

The points earned by each Racer for each race are recorded. The Racer with the highest overall total wins.

DEFINITIONS ~ LEGEND

Completing a Sub-Plot

Some effects are bestowed when a Sub-Plot is Completed. This means that the Racer plays the final card to resolve the Sub-Plot, and the Sub-Plot was in play against that Racer.

A Racer can resolve a Sub-Plot for another Racer by playing the last card required for that Sub-Plot. The Sub-Plot is discarded, but the Sub-Plot is not considered to have been Completed.

Discard

Discarding a card removes the card from play, and places it face up on a Discard Pile adjacent to the Draw Pile. Discarded cards lose any effects they may have generated while in play.

Racers may only Discard cards from their respective hands if they are either meeting a condition of a card in play or they are making room for the immediate draw of new cards.

Karma Hands

Heroes and Villains have Karma hands. These are collections of cards that such Racers have in addition to their normal card hands.

Heroes Karma Hands are composed of cards drawn from the deck to replace those played to assist other Racers.

Villains' Karma Hands are composed exclusively of Fiendish Plot cards.

Neutrals never have Karma Hands.

Negate

To **Negate** a card, play a card or use an ability at the time the card to be Negated is being played. Let the Player of the card to be Negated declare how his or her card is entering play. All costs of the Negated card are paid, but none of the effects are generated.

A card already in play may be Negated, but its effects are in full force until it is Negated. In these situations, the card is not described as Negated, but instead is said to be Removed.

The Negated card is Discarded.

Any card that can Negate another may be played to do so at any time, even if playing such a card would normally be permitted only during one's turn.

Play

To **Play** a card, remove it from your hand and announce its name and effect. Select the target of its effect, if necessary. Lay the card face up on the table and then pay any costs required, like discarding other cards.

Reshuffling

Always reshuffle the regular playing card and the Fiendish Plot decks as they are depleted.

Retain

Some cards may be *Retained*. When played, they remain face-up on the table until Removed voluntarily by the Player,

are removed as a consequence of some game effect, or the game ends.

Successful Play

Some effects are bestowed when a type of card is Successfully Played. That means that the card was played, all of the penalties and discards were paid, and the card was not otherwise Negated.

APPENDIX

Period Jargon

All Wet	Describes an erroneous idea or individual, as in, "He's all wet."
Applesauce	An expletive. Same as "horsefeathers." As in "Ah, applesauce!"
Bee's Knees	An extraordinary person, thing, idea. The ultimate.
Berries	That which is attractive or pleasing. As in "It's the berries."
Bluenose	An excessively puritanical person, a prude.
Cake-Eater	An effete ladies' man, or someone who attends tea parties.
Carry a Torch	To have a crush on someone.
Cat's Meow	Something splendid or stylish. The best or greatest, wonderful.
Cat's Pajamas	Same as "Cat's Meow."
Cheaters	Eyeglasses.
Darb	An excellent person or thing, as in "the Darb." A person with money who can be relied on to pay the check.
Dogs	Feet.
Drugstore Cowboy	A guy that hangs around on a street corner trying to pick up girls
Dumb Dora	A stupid female.
Fall Guy	Victim of a frame.
Flapper	A stylish, brash, hedonistic young woman with short skirts and shorter hair.
Flat Tire	A dull witted, insipid, disappointing date. Same as "pill," "pickle," "drag," "rag," or "oilcan."
Frame	To give false evidence. To set up someone.
Gams	A woman's legs.
Giggle Water	An intoxicating beverage. Alcohol.
Gin Mill	An establishment where hard liquor is sold.
Hard Boiled	A tough, strong guy.
Heebie-Jeebies	The jitters.
High-Hat	To snub.
Hooch	Bootleg liquor.
Hooper	Dancer.
Horsefeathers	An expletive. Same usage as "applesauce."
Hotsy-Totsy	Pleasing.
Jake	OK, as in, "Everything is jake."
Joint	A club, usually selling alcohol.
Keen	Attractive or appealing.
Kisser	Mouth.

Line	Insincere flattery.
Lounge Lizard	A guy who is sexually active.
Moll	A gangster's girl.
Ossified	A drunk person.
Pinch	To arrest.
Ritzzy	Elegant (from the hotel).
Scram	Ask someone to leave immediately.
Sheba	A woman with sex appeal (from the movie, "Queen of Sheba").
Sheik	A man with sex appeal (from the Valentino movies).
Speakeasy	An illicit bar selling bootleg liquor.
Spiffy	An elegant appearance.
Struggle Buggy	The backseat of a car. A parent's worst nightmare.
Swanky	Ritzzy.
Take for a Ride	To drive off with someone in order to bump them off.
Torpedo	A hired gun.

CREDITS

Production

Design	Dan Verssen
Development	Holly Verssen, Michael Anderson
Editing	Brian Alvarado, Jonathan Compton, Kristie Jorgensen
Photography & Layout	Brian Alvarado, Michael Anderson, Steven Hill
Cover Art	Jerry Langford
Automobiles Courtesy Of	George Fernandez, Robert Ordaz

Models

Angus MacTavish	Major Anderson II
Cliff Graham	Bryan "Weaselcreature" Mansfield
Dexter Johnson	Adam Williams
Fifi Le Boom	Jean Lazarus
GreaHoodini, The	Eric Blossom
Hata Marie	Sheilagh Polk
John Smith	Ken Melton
Luigi Rigatoni	Derek Kealoha
Otto von Klank	Todd Evans
Sir R. Bartholomew III	Marc Bartholomew
Sultan Mahmood	Tigran Palandzhyan
Zeke Hatfield	David Horn
Lady Chadwick	Catherine Butler
Parts Models	Brian Alvarado, Michael Anderson, David Horn

Playtesting

Brian Alvarado, Maria Alvarado, Sierra Alvarado, Michael Anderson, Catherine Butler, Todd Evans, David Horn, Derek Kealoha, Kristine Jorgensen, Dan Verssen, Holly Verssen

Historical Background Courtesy Of

<http://www.geocities.com/MotorCity/Lane/6341/History>