

# The Great Hoodini

## ITALIAN DAREDEVIL

### THE GREAT HOODINI

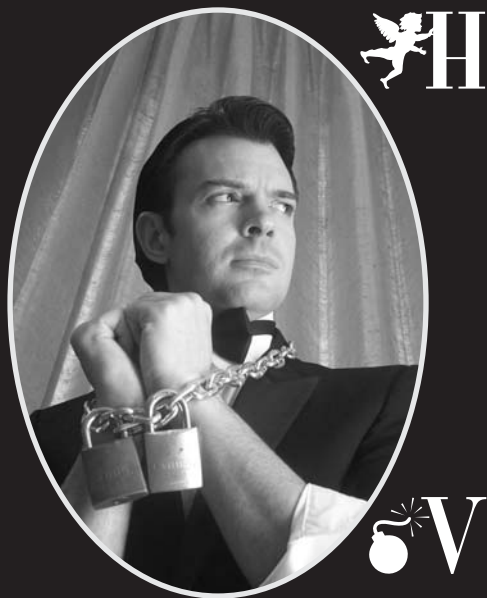
Hoodini is a daredevil driver, pilot, escape artist, and magician. He travels the world putting on shows of his various skills and talents to appreciative audiences.

### SPECIAL ABILITY

The Great Hoodini can perform amazing feats to captivate an audience. Hoodini can play a Driving card to satisfy a Personality or Equipment requirement.

### SIDEKICK ABILITY

Hoodini is an escape artist and magician. No bars or chains can hold him. Hoodini may discard a Mishap or Sub-Plot to draw a card from the deck into his hand.



# Joe Smith

## AMERICAN G-MAN

### JOE SMITH

Joe Smith sees crime everywhere, even in places where there is none. Nothing stops him from trying to distribute his particular form of justice.

### SPECIAL ABILITY

Joe Smith has a badge and a bad attitude. He can discard a Driving card to roust one opponent in the same Road section, moving the Racer back one Road section.

### SIDEKICK ABILITY

Smith's partner, John Wesson gathers evidence and lays in wait. He may draw a Mishap in play against him into his hand on any turn during which he Rests. He may also play Mishaps like Terrain cards. The first Racer who enters a Road section with a Mishap in play on it takes the Mishap as if played against him or her.



# 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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# Sultan Mahmood

## OTTOMAN ROYALTY

### SULTAN MAHMOOD

Mahmood heads one of the few Ottoman families that still retains significant wealth. Mahmood's fascination with gadgets and adventure made racing a focus of his life.

### SPECIAL ABILITY

Mahmood is fabulously wealthy and rather eccentric. Every time Mahmood completes a Sub-Plot, he is moved forward one Road Section, if one is in play. Like all Characters, Mahmood may play Sub-Plots against himself.

### SIDEKICK ABILITY

Mahmood has a bodyguard named Hassan. Hassan can play a Mishap to Negate any card or effect just played against Mahmood. This power may be used at any time.



# Zeke Hatfield

## AMERICAN MOONSHINE RUNNER

### ZEKE HATFIELD

Zeke makes and sells corn whiskey all across Appalachia. Dodging local law and revenuers has honed his driving skills.

### SPECIAL ABILITY

Zeke found that if he puts some o' his special brew in his gas tank, his old truck moves faster than a possum on fire. Zeke can Play an Equipment card on any of his turns. During such a turn, Zeke can play any cards as Driving cards.

### SIDEKICK ABILITY

Zeke has a dawg. He can send that dawg out to Fetch once during each of his turns. Zeke names a card type (Personality, Terrain, etc.) and then draws and reveals the card on the top of the deck. If it is the card type named, he can keep it. Otherwise, he discards it.



# Cliff Graham

## AUSTRALIAN ADVENTURER

### CLIFF GRAHAM

Cliff wrestles crocodiles, wrangles snakes, eats bugs, drinks hard, and drives fast.

### SPECIAL ABILITY

Cliff can Trailblaze. To Trailblaze, Cliff places a Road section over an existing Road section. This discards the underlying Road section, and removes all Terrain cards on that Road section. Cliff must play a Mishap on himself as a consequence of this.

### SIDEKICK ABILITY

Cliff frequently travels with a bloke or two know how to knock one back, and recover quickly the next morning. During turns that Cliff Rests, instead of any card draws, he can discard his entire hand and draw it up to full.



# Hata Marie

## FRENCH DOUBLE AGENT

### HATA MARIE

Hata Marie's talent as a stage celebrity makes her an excellent spy. Her seductive singing and obvious charms easily coax secrets from any adversary.

### SPECIAL ABILITY

She may discard a card from her hand at any time to look at any one hand of cards. She can also put one Road Section into play each turn without having to enter it or even be in the front-most road section.

### SIDEKICK ABILITY

Marie is assigned various missions by Le Controle. She is handsomely rewarded when she completes each. On the completion of each Sub Plot, Marie may draw two cards from the top of the deck, or one card of her choice from the Discard pile.

