Mad Dash for Cash

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What This Game is About

Mad Dash for Cash is a game about a group of people who find out about an unclaimed cache of money and begin a mad scramble to find it. It seeks to emulate stories such as *It's a Mad, Mad, Mad, Mad World* and its various clones. Characters will be allies with those that they travel with, but traveling companions may change throughout the game, so that your ally may become your rival. In contrast to many RPGs, this game could be considered to have winners and losers: the goal is to reach the treasure first and the group of characters that does so could be reasonably described as the winners. However, the point of the game is not to win, but to have fun telling a zany story. This is decidedly a silly game. It will play best if the players are also decidedly silly.

The rules are designed to allow play to begin immediately, as the rules are read for the first time.

To play this game, you will need:

- at least a few players, preferably four to six
- one shuffled deck of 52 standard playing cards
- some tokens that can be handed around, in two distinct colors; they are called *luck tokens* and *victory points*
- some pencils and index cards, for character creation
- some sort of figurines, or miniatures, or other tokens to represent characters.

A Warning

I've tried to structure the rules so that weird edge cases are unlikely to come up, but there are certain places where they can and will. The rules typically do not cover every weird case. In cases like these, the expectation is that you'll figure it out with your group based on the fiction.

These rules provide a structure for a zany adventure, but assume that the players will bring much of the zaniness themselves. Your group will have the most fun if the rules are used as a starting point for your own ideas for scenes rather than as a full definition of scenes.

What You Need to Know before Staring Play

This game has no GM. For the rules as stated, a GM will not be necessary. However, you should allow anything that follows from the fiction to occur as well as anything that follows from the rules. Ideally the group will agree unanimously on how this should work. If they don't, go with the majority opinion of all players whose characters are not directly involved. If your group still has trouble, appoint a GM.

Anything written in **bold** is a descriptive statement about your character or her circumstances, called a *tag* for short. When this tag starts to apply, add it to your character sheet. When it ceases to apply, erase it. Typically the rules will tell you when to do this, but if something happens in the fiction that dictates that a tag should be added or erased, then you should do so.

At various times you will get *luck tokens*. These can be spent any time you draw a card from the deck to discard the card and draw a new one instead. You must take the newly drawn card, even if you have more luck tokens. Some times the rules will tell you to take a luck token. Additionally, you may give another player a luck token from a central pool if they make you laugh, make a pun so believably unfunny that no one could possibly laugh at it, or do something that causes a car crash. Or if you feel like it for some other reason.

At various times you will get *victory points*. Once you reach a certain number of victory points, the game will move to the end phase. The group should agree on how many victory points are necessary before play starts. I'd suggest three or four, but this can be varied depending on how long you want the game to last.

Once the race begins, the character with the most victory points in the vehicle in the lead is said to be in first place and the character with the fewest victory points in the vehicle in the last position is said to be in last place. If there is a tie on victory points, pick randomly from that group of characters to decide who is in first or last place.

Depending on the number of players and other considerations, you may end up playing multiple characters. If so, all luck tokens and victory points are given to you as player and not to a specific character. Tags do go to the specific character and should be added to the appropriate character sheet.

Character Creation

There should be around 6 to 12 characters at the start of the game. If there are fewer than six players, each player should create two characters. Characters are created by determining the following information and putting it on an index card:

1. Name. Something silly is recommended.
2. Brief description. Something stereotyped is recommended. Bad foreign accents or catch phrases are recommended.
3. Personality type. Pick one of **obnoxious**, **rash**, **stupid**, or **kind-hearted** (abbreviated as **kind**). All choices but **kind-hearted** are permanent. **Kind-hearted** can be replaced by one of the other options when circumstances have taught you that kindness doesn't pay off during a race.
4. Pick another character that you have a positive connection with. Define what that connection is. Don't pick a different character that you control.
5. Pick another character that you have a rivalry with. Define what that rivalry is. Don't pick a different character that you control.
6. Choose a figurine to use for this character.

After everyone has created characters, create some starting vehicles. Everyone should start with basically the same type of vehicles (e.g., "basically the same" means that a mixture of cars, trucks, and motorcycles would be fine). Starting with vehicles basically equivalent to a car is the default assumption. Characters

will share vehicles, often with those they have a positive connection or rivalry with, so you don't need as many vehicles as there are characters. Describe each vehicle on an index card. The driver of the vehicle gets the tag **driver**.

After all characters and vehicles are created, players should vote on

- the silliest name
- the silliest description
- the silliest vehicle

Whoever created each winning item gets a luck token.

At this point, characters should be sorted into vehicles by placing their figurines onto the index cards representing the vehicles.

Scenario Creation

Anyone who has a clever idea as to why a group of random people has the opportunity to race to get a lot of money can suggest it. After all suggestions have been made, vote on the best suggestion. That will be the scenario to be played and the player who made it should be awarded a luck token.

If the group hasn't already decided on the required number of victory points, that should be decided at this point. If the nature of the scenario requires that an additional object (such as a shovel or a key) is necessary to claim the money, then that object becomes an extra victory condition. Depending on the fiction, characters may either start with the object (and need to keep hold of it) or need to acquire the object.

Commercial plane travel is not an option. If the distance to be traveled is large enough to make commercial planes an attractive option, the group should come up with an explanation of why they aren't available.

The First Scene

At this point, the game is ready to begin. Narrate the silly stuff that your characters are doing. At some point in this scene, all characters will learn the premise of the scenario and that they have the opportunity to claim the treasure.

After learning about the treasure, the characters may chit-chat for a while about how they don't believe that the treasure is real, how they're too busy to go half-way across the country to claim the treasure, or about how there doesn't need to be a race because they can all just split the treasures in equal shares where 'equal' is defined in a way that happens to work out in their own interest. If desired, your character can be a passenger who doesn't know that there is a race at the start. If so, you'll come in after this scene.

Eventually, one of the drivers will do something to indicate that the race is starting in earnest. When they do, their player will slide the index card with their vehicle to the front of a line. At this point, a mad dash will begin and everyone else will slide their own index cards into the line as well. The characters in the vehicle at the front of the line are currently winning the race. Go to the next section. Players will take turns setting a scene, with play progressing counterclockwise around the table. Pick the first player so that the driver of the winning vehicle is last to take a turn.

The Main Loop

The steps in this loop will be repeated multiple times throughout the game, looping through each player, until the rules tell you to go to the final scene.

1. If you are playing multiple characters, choose one. That is the character that will have a scene originated by you this turn. Nothing interesting will happen with your other characters unless they come up in another player's scene.

2. If your character is currently **stranded**, draw a card from the deck and check the section "Getting a New Vehicle" on page 9 to see what it means. You may spend a luck token to discard this card and draw a new one, but you must use the new card even if you have more luck tokens. Play out the scene described. After this, your character will have a vehicle. Create a new index card to describe it, if necessary. Your character is no longer **stranded** and your turn is over.

3. If the vehicle your character is in is worse than a car, move its index card one position towards last place. If it was already in last place, take a luck token (because you need some help). What counts as "worse than a car" is up to the group. Typically, a motorcycle or a truck is as good as a car, while something like a bicycle is worse than a car. But, if a car has taken a lot of damage in the fiction, it may count as being worse than a car.

4. If the vehicle your character is in is a small private plane or a ROCKET CAR, draw a card. You can't use a luck token on this draw. If the card is a 10 or a face card (jack, queen, king), something bad happens that causes the vehicle to crash. Ask the player who is in last place what happens. (This player might be you.) Play out the scene. Afterward, everyone who was in the vehicle is **stranded**, plus any other fictional tags or consequences that came up in the scene. Your turn is over. If the card was anything else, your luck holds for now. Have a colorful scene with the others in the vehicle, perhaps worrying that your luck won't hold much longer, and then continue with the following steps, but skip step 6.

5. If the vehicle your character is in is in first place, take a victory point. If you have the number of victory points required to win (and meet any other victory conditions set in the scenario), the last scene will begin. Go to the section "The Last Scene" on page 11.

6. Draw a card from the deck and check the section "Events" on page 5 to see what it means. You may spend a luck token to discard this card and draw a new one, but you must use the new card even if you have more luck tokens. Play out the scene described.

7. If the vehicle your character is in is better than a car, move its index card one position towards first place. If it was already in first place, do nothing. What counts as "better than a car" is again up to the group. Typically, a small private plane or a ROCKET CAR is better than a car (for now).

8. Play passes counterclockwise to the next player.

Events

The card for your event is listed below. Read it, and then set a scene. Either read it aloud now or read it aloud at some other point in the scene, your choice. The card will list several effects. Only the first one listed that applies to your character (based on their tags) actually occurs. Use the **default** option if none of the above options apply. If the scene involves NPCs, pick other players to control them.

The listed event has to occur sometime during the scene, but anything else can happen during the scene too, and anything significant that happens should affect the fiction. For example, suppose you're the **driver** of a car and draw the ace of diamonds. You end up kicking your obnoxious mother-in-law out of the car, so she's **stranded**. Your wife decides that she's leaving the car as well, so she's also **stranded** even though the card doesn't explicitly tell you to strand a second person.

If a card doesn't make sense given the vehicles involve, try to do modify it as little as possible so that it does make sense. For example, you're **rash** and you draw the ace of clubs. If the vehicle in front of you is a plane, a crash probably makes no sense. Either explain why it does make sense or skip to the vehicle in front of the plane instead. If it can't be worked into the fiction no matter what, nothing happens. Have a color scene and move on.

Clubs ♣

A♣ **rash**: You're close to the vehicle in front of you and have a chance to pass them. In the process of doing so, they're forced off the road and their vehicle crashes. Move your vehicle in front of theirs. Remove their vehicle from the game. The people that were in that vehicle are now **stranded**.

default: You're close to the vehicle in front of you and have a chance to pass them. Decide whether you want to do so or not. If you decide to do so, your vehicle collides with theirs. Their vehicle is totaled; remove it from the game and the characters that were in it are now **stranded**. Your vehicle is totaled if it was worse than a car (and the same effects apply to the people in your vehicle). If your vehicle was at least as good as a car, it's still hanging on, but it's now worse than a car.

2♣ **rash**: As with A♣, except your vehicle crashes instead of theirs.

default: As with A♣.

3♣ **rash**: You see an opportunity of passing the vehicle in front of you and take it. Move your vehicle's card in front of theirs.

default: You see an opportunity of passing the vehicle in front of you and take it. If there is no one **rash** in that vehicle, move your vehicle's card in front of theirs. Otherwise, they swerve to try to stop you and end up forcing you off the road. Spend your next turn getting your vehicle back on the road, instead of following the Main Loop.

4♣ **rash**: As with 3♣.

default: As with 3♣, except that they end up making their own vehicle swerve off the road. They have to spend their next turn getting their vehicle back on the road. Move your vehicle in front of theirs.

5♣ **rash**: As with 3♣.

default: As with 3♣, except that both vehicles are forced off the road and both groups of characters lose a turn. Also, I'd bet that a fist fight breaks out, or something like that.

6♣ **rash**: You don't have room to pass the vehicle in front of you, but you do anyway. Move your vehicle in front of theirs. Their vehicle crashes; remove it from the game and the characters that were in it are now **stranded**.

default: If anyone in the vehicle behind you is **rash**, the **rash** part of this card happens as if they drew it. Otherwise, nothing much happens: have a color scene and move on.

7♣ You run a cop car off the road. They're chasing you now. If you're **rash**, it was actually three cop cars.

8-10♣ **rash**: You do something rash. The player in last place will tell you what, and what effects it has.

default: You see someone in the vehicle behind you do something rash. Tell them what, and what effects it has.

J-K♣ **rash**: You do something rash. The player in first place will tell you what, and what effects it has.

default: You see someone in the vehicle in front of you do something rash. Tell them what, and what effects it has.

Diamonds ♢

A-2♢ **driver**: Someone in the vehicle is being obnoxious. Decide who and kick them out. They're **stranded**.

obnoxious: You're being so obnoxious that the driver of the vehicle kicks you out. You're **stranded**.

default: Someone in the vehicle is being obnoxious. The driver of the vehicle will decide who and kick them out. They're **stranded**.

3♢ **obnoxious**: Insist that those in your vehicle would be doing worse if it wasn't for your excellent leadership. Pick someone in your vehicle who has at least one victory point, and take a victory point from them.

default: Nothing much happens. Have a color scene and move on.

4♢ Your vehicle gets a flat tire and has to be abandoned. Ask the people in the vehicle behind you if they'll pick you up. If they won't, ask the people in the vehicle behind them, and so on until you get to the vehicle in last place. If none of them will pick you up, then you are **stranded**. The other people in your vehicle should also do this. If you are **obnoxious**, no one is willing to pick you up.

5♢ As 4♢, except you're out of gas instead.

6♢ **obnoxious**: Pick the person in your vehicle who finds you most obnoxious. Either give them a victory point to put up with you or they kick you out of the vehicle and you are **stranded**.

default: If anyone in your vehicle is **obnoxious**, tell them to either give you a victory point or else they'll be kicked out of the vehicle and **stranded**.

7♢ Do something so annoying that a cop car starts chasing you. If you're **obnoxious**, it's three cop cars instead.

8-10♢ **obnoxious**: You do something obnoxious. The player in last place will tell you what, and what effects it has.

default: You see someone in the vehicle behind you do something obnoxious. Tell them what, and what effects it has.

J-K♢ **obnoxious**: You do something obnoxious. The player in first place will tell you what, and what effects it has.

default: You see someone in the vehicle in front of you do something obnoxious. Tell them what, and what effects it has.

Hearts ♡

A♡ **kind**: Get a luck token. A hitchhiker wants a ride. Naturally, you pick them up. You also tell them about the race. Someone else can create them as a new PC, if they'd like.

default: You spot a shortcut. Move forward one position.

2♡ **kind**: Get a luck token. While stopped (decide why: to rest, to eat, to get gas, etc.) you meet someone who needs a favor. The player to your left will tell you what it is. You help them do it: move your vehicle back one position (or get left behind if the rest of the people in your vehicle decide not to wait) and then spend your next turn doing the favor instead of following the Main Loop.

your vehicle is in last place: You spot an experimental ROCKET CAR that you can steal if you want to. If you don't, then do the default instead.

default: You can steal a car if you want to. Describe it. Otherwise, nothing interesting happens. Have a color scene and move on.

3♡ **kind**: Get a luck token. The vehicle in the position in front of you has a flat tire and no spare. If your vehicle doesn't have a spare either, remove their vehicle from the game and everyone in it is stranded. If your vehicle does have a spare, you'll help them put it on. Spend your next turn doing this instead of following the Main Loop. The other people in your vehicle can decide whether they want to also spend their next turn waiting for you, or leave you behind. If they leave you behind and the characters you help won't let you go with them after you're done helping them, then you're **stranded**.

your vehicle is in last place: You spot an airfield. You can hire a pilot to fly a small private plane for you, but he looks like a drunk. If you don't, then do the default instead.

default: You spot the vehicle in front of you stopped while the people using it are resting, eating, getting gas, or whatever their players decide they are doing. You can disable their vehicle if you want. If so, they are **stranded**.

4♡ **kind**: You find someone who needs help so badly that helping them is more important than winning the race. Either abandon the race to help them, or switch your personality to a type other than **kind**.

default: You spot a small airfield and find a pilot with a small private plane available for hire. The group of characters in the vehicle also spots the airfield. The pilot is only able to take one of the two groups, so make a convincing argument if you want the plane.

5♡ **kind**: Get a luck token, then nothing interesting happens. Have a color scene and move on.

default: Nothing interesting happens. Have a color scene and move on.

6♡ **kind**: Get a luck token, then nothing interesting happens. Have a color scene and move on.

default: You spot a shortcut, but the vehicle behind you also does. Both vehicles move in front of the vehicle that is currently in front of you.

7♡ Get a luck token. If you're **kind**, instead get three luck tokens. Nothing of interest happens. Have a color scene and move on.

8-10♡ **kind**: Get a luck token. You do something kind. The player in last place will tell you what, and what effects it has.

default: You see someone in the vehicle behind you do something kind. Tell them what, and what effects it has.

J-K♡ **kind**: Get a luck token. You do something kind. The player in first place will tell you what, and what effects it has.

default: You see someone in the vehicle in front of you do something kind. Tell them what, and what effects it has.

Spades ♠

A♠ **stupid**: You're looking at the map, but it somehow ends up covering the driver's face. Your vehicle crashes. Remove it from the game. The characters in that vehicle are now **stranded**.

default: Someone in your vehicle is being stupid, but nothing much happens. Have a color scene and move on.

2♠ **stupid**: Hey, did you remember to fill the car with gas? No, of course you didn't. Your vehicle is worthless now. Remove it from the game. The characters that were in it are now **stranded**.

default: Some idiot passes you and forces you off the road. Your vehicle is now worse than a car.

3♠ **stupid**: Hey, did you miss the correct turn? Of course you did. Luckily for you there's a shortcut. Describe it and move your vehicle up one position.

default: Hey, did you miss the correct turn? Yeah, you did. Oh well, could happen to anyone. But, spend your next turn getting back where you should be instead of following the Main Loop.

4♠ **stupid**: Take the default action on 3♠.

default: If their is someone **stupid** in your vehicle, as above. Otherwise, nothing interesting happens. Have a color scene and move on.

5♠ **stupid**: While your vehicle is stopped for a rest, for food, or for whatever you decide, you get lost. The other characters in your vehicle have to decide whether to spend their next turn looking for you instead of following the Main Loop or to leave you behind. If they leave you, you are **stranded**.

default: You spot a shortcut. Move your vehicle forward one position.

6♠ **stupid**: You accidentally reveal the location of the treasure and what must be done to claim it to a random stranger. If another player wishes, they may add this character as a new PC and detail a starting car for that character.

default: You recall that you have a relative that lives near the place where the treasure is. You call them to tell them about the treasure, but they're **stupid**, so they come to meet you instead of going directly to the treasure. Ask the other players why they do this and let the player who comes up with the stupidest reason add that character as a new PC. After a while, that new PC will arrive in your location and join you (if you let them).

7♠ You do something so dumb that a cop car starts chasing you. If you're **stupid**, it's three cop cars.

8-10♠ **stupid**: You do something stupid. The player in last place will tell you what, and what effects it has.

default: You see someone in the vehicle behind you do something stupid. Tell them what, and what effects it has.

J-K♠ **stupid**: You do something stupid. The player in first place will tell you what, and what effects it has.

default: You see someone in the vehicle in front of you do something stupid. Tell them what, and what effects it has.

Getting a New Vehicle

Consult the following table based on the card drawn to see what your new vehicle is and what you have to do in order to get it. If you are unwilling to do that, this character is out of the race. If you don't have another character, create one and conspire to have them learn of the race and get into it in a later scene. If there are other people **stranded** with you, they can join you in the new vehicle with your permission, if they want to. Or, you can leave them stranded.

Clubs ♣

You have the opportunity to steal a car. Describe the car. The player to your left will set the scene, and then play begins. Those not in the scene can play NPCs as necessary. If desired, someone can adopt the NPC whose car gets stolen as a new PC, starting **stranded** and directly behind you in the race order. If so, they are initially trying to get their car back, but may learn of the race at some point.

Diamonds ♢

You have the opportunity to get a ride in someone else's vehicle, as either a hitchhiker or a fare as indicated by the card below. Describe the vehicle if appropriate. The player in last place (possibly you) will set the scene, and then play begins. Those not in the scene can play NPCs as necessary. If the driver of the vehicle is an NPC, someone can adopt the NPC as a new PC if desired, starting as the **driver** of the car you are in. If so, they are initially clueless, but may learn of the race at some point.

You are picked up as a hitchhiker by:

A-3♢ a big-rig truck

4-5♢ a motorcycle

6-8♢ a pick-up truck

9♢ an experimental solar powered car

10-J♢ the car behind you in the race; if they refuse to pick you up or if you are already in last place, nothing happens this turn. Start the next turn still **stranded**.

You pay to ride on:

Q♢ a rickshaw; it's worse than a car

K♢ a horse-drawn carriage for tourists; it's worse than a car

Hearts ♡

You have the opportunity to get a ride in someone else's car, as indicated by the card below. Describe the car if appropriate. The player to your right will set the scene, and then play begins. Those not in the scene can play NPCs as necessary. If the driver of the car is an NPC, someone can adopt the NPC as a new PC if desired, starting as the **driver** of the car you are in. If so, they are initially clueless, but may learn of the race at some point.

A♡ An NPC picks you up as a hitchhiker. The NPC is eccentric.

2♡ An NPC picks you up as a hitchhiker. The NPC is a very pregnant woman.

3♡ An NPC picks you up as a hitchhiker. The NPC is shady.

4♡ An NPC picks you up as a hitchhiker. The NPC is overly nice.

5♡ An NPC picks you up as a hitchhiker. The NPC is a foreigner with a funny accent.

6♡ An NPC taxi driver picks you up as a fare. The NPC is a foreigner with a funny accent.

7♡ An NPC taxi driver picks you up as a fare. The NPC is smelly.

8♡ An NPC taxi driver picks you up as a fare. The NPC doesn't understand where you want to go. Your vehicle counts as worse than a car. You can choose to leave and become **stranded** on a future turn.

9♡ An NPC taxi driver picks you up as a fare. The NPC already has another NPC as a fare.

10♡ An NPC taxi driver picks you up as a fare. The NPC is pretty boring, all things considered.

J♡ An ambulance picks you up after you fake a medical emergency. For the next turn, it counts as better than a car. After that, they either figure out what's going on or they aren't going where you want to go. Play a short scene and start that turn **stranded**.

Q-K♡ You spot the people in the vehicle behind you in the race. They have the option to pick you up; if they refuse to pick you up or if you are already in last place, nothing happens this turn. Start the next turn still **stranded**.

Spades ♠

You have the opportunity to take an unusual mode of transportation, as indicated by the card below. Describe the vehicle if appropriate. The player in first place (possibly you) will set the scene in accordance with the card below, and then play begins. Those not in the scene can play NPCs as necessary. If desired, someone can adopt the NPC as a new PC, starting in the same vehicle. If so, they are initially clueless, but may learn of the race at some point.

A♠ hire a small private plane with an NPC pilot who is competent

2♠ hire a small private plane with an NPC pilot who is drunk

3♠ hire a small private plane with an NPC pilot who is a narcoleptic

4♠ stow away on a small private plane

5♠ purchase a ticket on a train. While you're on the train, interpret all cards drawn as best as possible. If you are unable to come up with a reasonable explanation of what the card tells you, it instead means that the train has taken you as far as it can. At the end of that turn, you will leave the train and be **stranded** again.

6♠ steal an ambulance.

7♠ steal an experimental ROCKET CAR. Aw, yeah.

8♠ steal a hot air balloon.

9♠ steal a limo.

10♠ steal a hearse with a coffin in the back.

J♠ steal a bicycle; it's worse than a car.

Q♠ steal an old jalopy; it's worse than a car.

K♠ steal a parade float; it's worse than a car.

The Last Scene

The characters in the first place vehicle win the race. But, the other characters show up shortly thereafter. Play out one last mad dash. Then, the player of the driver of the vehicle that was in last place will narrate an epilogue explaining a silly reason why the winners don't actually get the treasure.

It may be the case that you don't get the treasure because it was actually somewhere else with a map in this location, because someone else got there first and took it but you know where the went, etc. In this case, you may at your option use this as a scenario for a follow-up session.

Notes for Myself

The following was written primarily for my own benefit in creating the lists, but I've decided to leave some of it in, just in case it gives insight into how to play the game. And because there was room left on the page.

How the Character Types Work

Each character type is associated with one suit of the deck and gets something different when that suit is drawn. Usually these extras are a mix of good and bad, except for **kind-hearted** characters, for whom they're all bad (in a you're-being-altruistic-when-you-should-be-racing kind of way) but there are fewer of them.

Obnoxious characters get special actions when they draw diamonds. The good actions tend to benefit them at the expense of people traveling with them. The bad actions tend to let the people traveling with them express their frustration about this. No one wants to travel with an obnoxious person.

Rash characters get special actions when they draw clubs. The good actions tend to involve helping themselves while hurting another player, while the bad actions tend to involve hurting both themselves and another player. Rash characters keep things dangerous for everyone.

Stupid characters get special actions when they draw spades. The good actions tend to hurt other players or help the stupid player through dumb luck. The bad actions tend to hurt them, but not as much as a rash character would be hurt. Stupid characters have a decent chance even though they do nothing to deserve it.

Kind-Hearted characters get special actions when they draw hearts. There are no good actions associated with being kind. The bad actions tend to waste time on side missions and are placed on cards where they stop the kind player from getting a good default action. But, the actions also tend to give kind players lots of luck tokens, making it easier for them to recover from being behind.

A fair number of cards should cause people to act as a different personality type as well. Even stereotyped characters need some diversity.

How the Suits are Distributed

Most cards in a suit should be fairly generic so that players can create their own zany situations. Some mechanical effects: gain position, lose position, lose a vehicle, lose a turn.

How Other Players are Chosen to Add Details

The primary responsibility for setting a scene lies with the player whose turn it is. If an element is definitely detrimental to the current player, it should be added by another player. This is done through a mix of the player to the left, the player to the right, a player in the car ahead of the current player, and a player in the car behind the current player, to avoid patterns. If an element is probably but not necessarily detrimental to the current player, it should usually be added by another player, but not always. This is done through assigning the responsibility to the player in first place or the player in last place, to make being in those positions more interesting.