GO FAST, TURN LEFT

The human race is far too slow, man.

You're an alien, hiding out on Earth in modern day. You're also a member of a secret, underground racing club. Maybe the human metabolism is too far below the galactic medan rate. Maybe your species just uses racing as a method settling disagreements and debts of honor. Maybe you have a literal, evolutionary need for speed.

For whatever reason, you risk exposure, exportation or dissection on a regular basis to race against other underground aliens. The human authorities, the alien authorities, everyone dislikes your secret racing. But a racer's gotta race, and you've found a bunch of likeminded aliens in disguise, who are modding their warp drives to power their hot rods.

This is a game about superfast racing and not thinking things through very thoroughly. Just think "What would happen next in a hypothetical cross between Men in Black and The Fast and the Furious?" and you'll be fine.

There's only two things you need to know how to do: Go Fast, and Turn Left. You'll have a hand of cards of each, and you'll use these responses to modify and augment what other people say. The important thing about the cards is that whoever lays a card down first gets to narrate what happens next. So if you and Jim and I are all playing and Jim finishes describing his mantis person leaping a gorge, then you and I both have to race (in real life) to be the first to get a card on the table. Whoever gets there first gets the privilege of saying what happens on the other side of the gorge. Get it? No? Too bad, we're moving on. Try to keep up from here, will ya?

Go Fast, in this case, means "*Add to and augment what was just said*". When someone else says something, you throw down a "Go Fast" card and say "*Yes, and...*" and throw in even more additional detail. Just make sure it adds even more to what they were doing: going faster, succeeding beyond what they ever wanted, possibly going faster than they ever intended.

Turn Left means "*Throw something unexpected into the mix*". When Jim finishes jumping the gorge, you might play a Turn Left card and say "*Yes, but...*" before describing the crazy thing that happens on the other side. Maybe someone crashes, or someone's vehicle breaks down, or the authorities intervene (*mundane authorities, alien authorities, Men in Black, whatever*), or a new racer enters the race! Maybe you escalate the stakes of the race: instead of racing for fun, you're racing to save your girlfriend's life, or instead of racing to save her life, you're racing to save the galaxy from exploding.

When you've played all your cards, you don't get any particular say in what happens in the story. You can describe your character doing things, but people with cards to play get to say what the effects of your actions are. This makes playing out your entire hand early very risky! It's like a tortoise and the hare thing. When everyone has played their entire hand, then the race has finished, or the conflict or scene or whatever has finished. Whoever was in the lead wins the race, and everyone gets to take the cards from their discard pile back into their hand.

Your hand is secret during play, if you want it to be. No one needs to know if you have another "Turn Left" remaining or not.

Funny story: The Tortoise and the hare story is a garbled recounting of a massively destructive interstellar war, wherein trillions of sentients lost their lives. Well, maybe 'funny' isn't the word.

Making a Character

To make your character, just take that list of facts below, andd for each fact either check off "**Go Fast**" or check "**Turn Left**". Each time you do so, you need to add a little detail underneath, and then take the corresponding card. So if you check off the "Go Fast" box for a statement, you'll answer the parenthetical question and add some augmenting detail, then draw a "Go Fast" card. If you check "Turn Left", you'll describe how that isn't true, but some weirder, more unexpected thing is true, then draw a Turn Left card. You can use either Go Fast or Turn Left as many times as you want during character creation, but how many of each you use will determine your hand in play.

Your character:

• Has a quite literal need for speed. (*Is it cultural or biological or what?*)

[] Go Fast **[] Turn Left**

_____

• Can only pass as human by utilizing an advanced alien disguise technology. (*What do you look like under your disguise?*)

[] Go Fast **[] Turn Left**

_____

• Requires some exotic or unusual food or gas or material to survive. (*What is it?*)

[] Go Fast **[] Turn Left**

_____

• Came to Earth to escape war or political problems in a distant galaxy. (*What conflict were you escaping?*)

[] Go Fast **[] Turn Left**

_____

• Owes a bunch of money to insterstellar sentent smugglers that got you on this planet in the first place. (*How do you plan on earning them the money back?*)

[] Go Fast **[] Turn Left**

_____

• Your race hates the race of the PC on your left (*What ancient mythical atrocity did they commit?*)

[] Go Fast **[] Turn Left**

_____

• Has a very positive opinion of the PC on your right (*Why?*)

[] Go Fast **[] Turn Left**

_____

• Has a record with the Men in Black. You don't want to get on their bad side, man. (*What did you do?*)

[] Go Fast **[] Turn Left**

_____