

# Tuk Fast, Tuk Furious

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You are a tuktuk racing driver in the steep alleys of Santiago Atitlan, Guatemala. Like superheroes, you might have a different profession and totally normal life by day. But sometimes, when the call for a race goes out, you get to your garage to climb into your tuktuk. Your tuktuk is like a lover, a friend, a brothersister. A race can be called out for all kind of reasons: love, honour, justice, wealth – everything. But what is always true is that there is only one goal for everybody – to win the race no matter what it takes.

## What it needs to play

Players: 2-6

Time: 20-40 minutes

Material: print-out of the map, a pen, 5 tokens per player, 2d6



## At the starting line

Create your characters by giving them a name and what they are famous for (e.g. a skill, glamour, incident,...). In a second round always two or three players connect to be rivals. What is your rivalry based on?

Before you start racing decide what the race is about. Is the race about love, power, something valuable, honour or something completely different? What does the winner get? Look at the map of Santiago and draw a course through town. Alternatively, follow the race on Google Street Maps.

Each player describes how their character prepares for the race (e.g. before the race, beginning of the race, flashback) and rolls 2d6. Use the tokens to represent Flow.

- 10+ you are well prepared, start with 2 Flow,
- 7-9 something minor went wrong, state what and start with 1 Flow
- 6- something went terribly wrong, your rival describes what, start with 0 Flow.



## The racing duel

While racing, tell the story of the race together. Each player describes one obstacle on the course, with less than four players, two obstacles. When an obstacle is introduced, the player describing the obstacle can assign a +1 and a -1 each to one other player they consider championed or troubled by the obstacle. If one player alone has the highest Flow subtract 2 from their roll. They are in the lead and hence have to face the obstacle first. Then everybody rolls 1d6:

- 4-6 you gain 1 Flow, describe how you pass the obstacle with excellence,
- 2-3 don't get or lose Flow, describe how it takes you a moment to get through,
- 1: lose 1 Flow; describe how the obstacle causes you trouble before you make it,

For a faster game, only let the player with the highest and lowest roll describe what happens.

## Finishing line

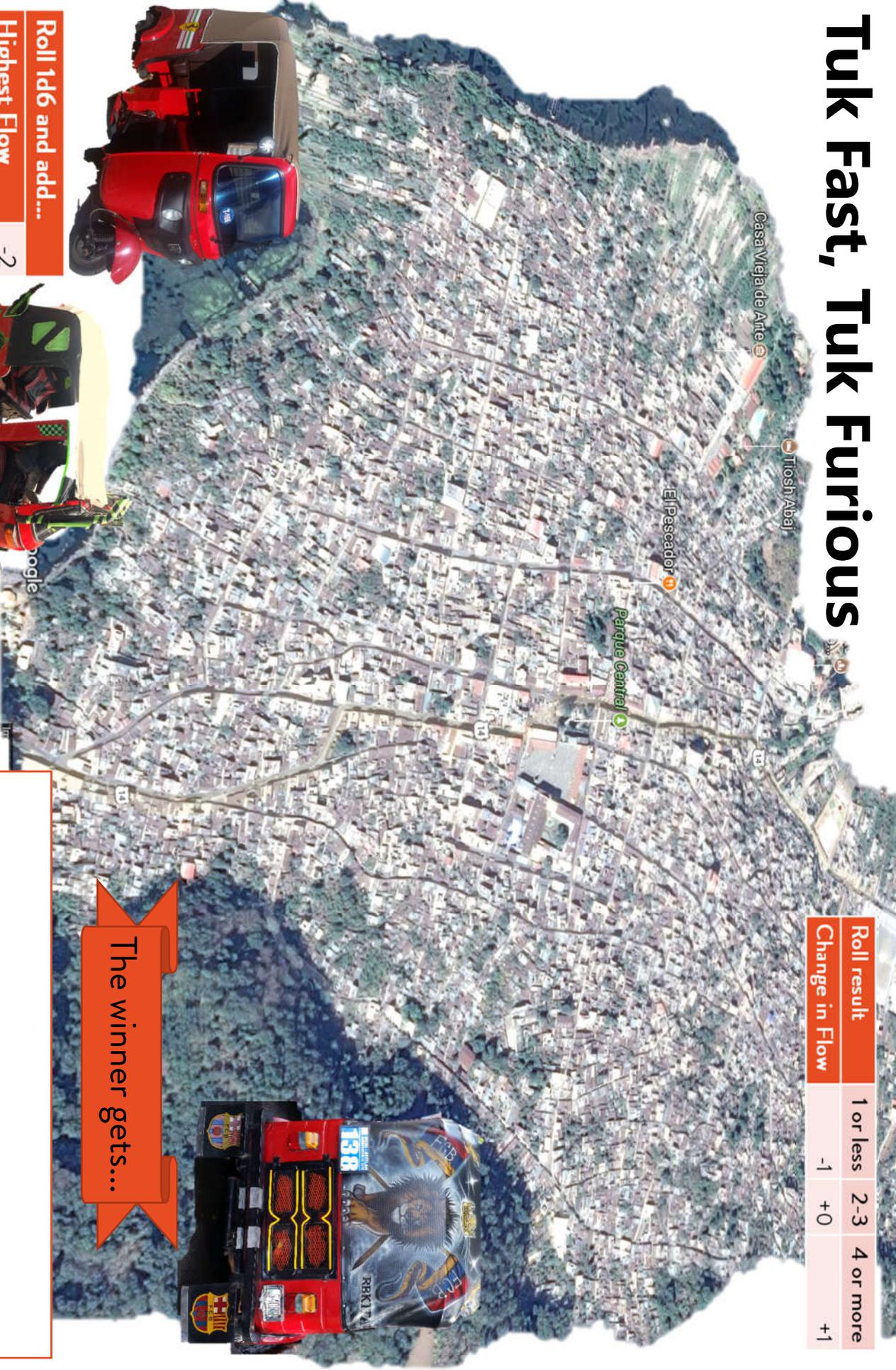
When each player has introduced an obstacle the race is coming to an end. Everybody secretly defines a Speed Level by writing a number on a piece of paper. This is your character's speed on the final part of the race. The faster the more dangerous you drive.

Reveal the Speed Level at the same time. The highest number wins the race if (!) they manage to roll equal or higher than their Speed Level with 2d6+Flow. If more than one player has the highest Speed Level and reaches the goal the one with the highest final roll wins. If both rolls are the same the race was too tight to declare a winner.

Every other character describes the scene how they face the winning character. Give the winner the feel for winning the race as much as you can!

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Roll result	1 or less	2-3	4 or more
Change in Flow	-1	+0	+1



Roll 1d6 and add...	
Highest Flow	-2
Championed	+1
Troubled	-1



The winner gets...

