



<https://gulix.itch.io/final-lap>

Print the following pages  
Cut out the cards  
Sort them by type  
Start with the card «Instruction #1»  
Follow the Instructions in order  
Have fun !

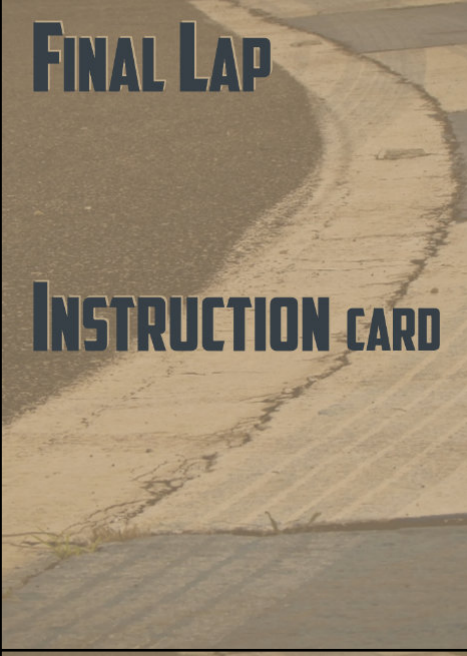
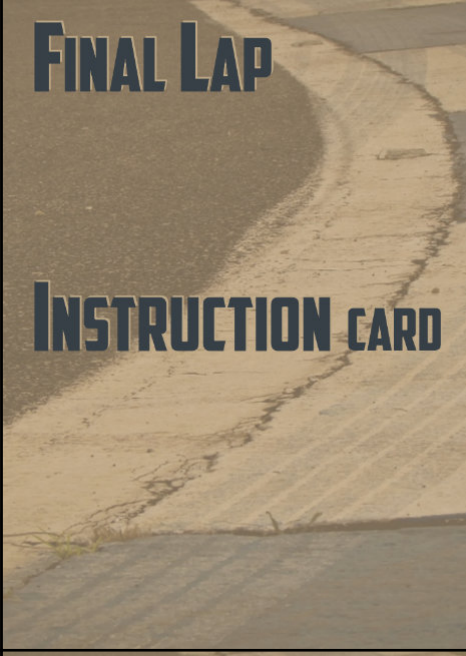
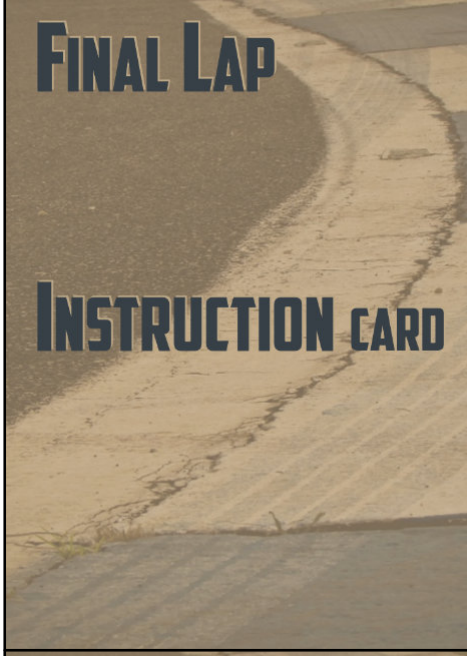
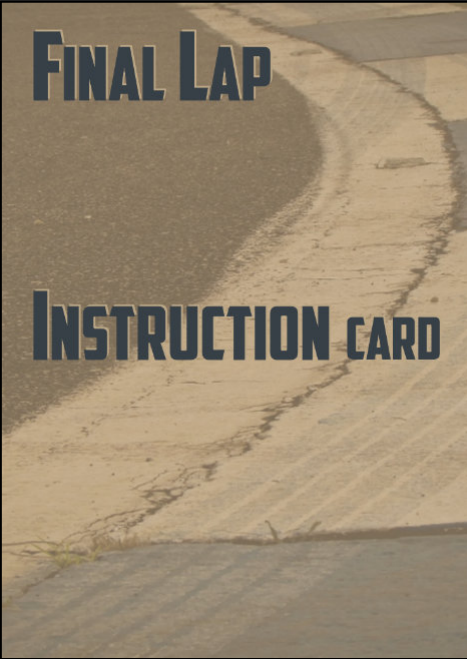
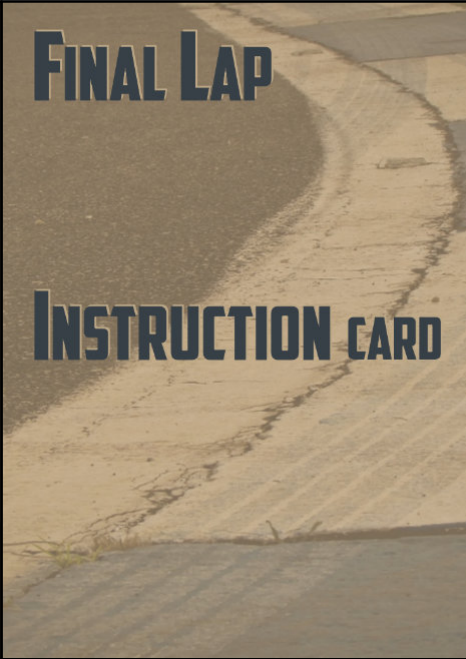
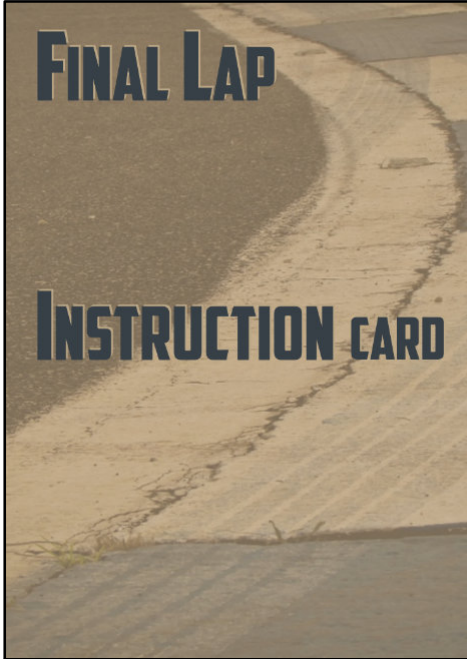
Version 1.1 <2020-06-14>



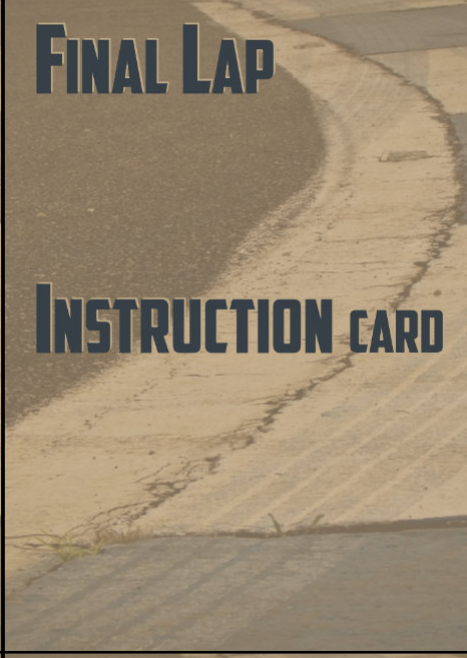
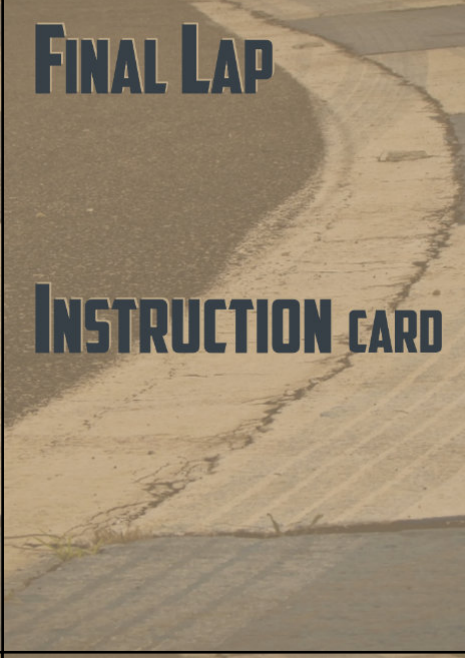
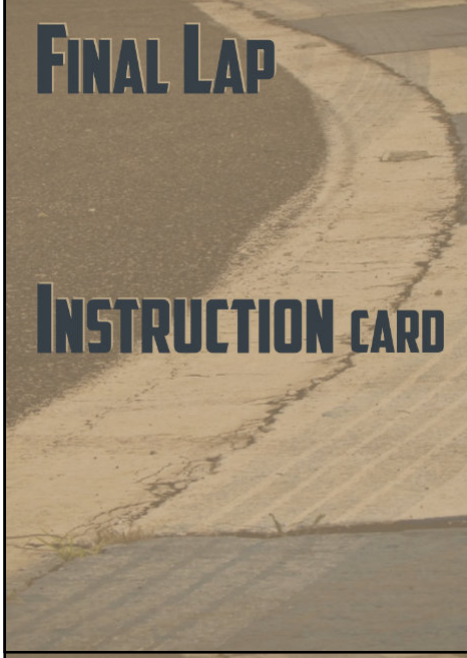
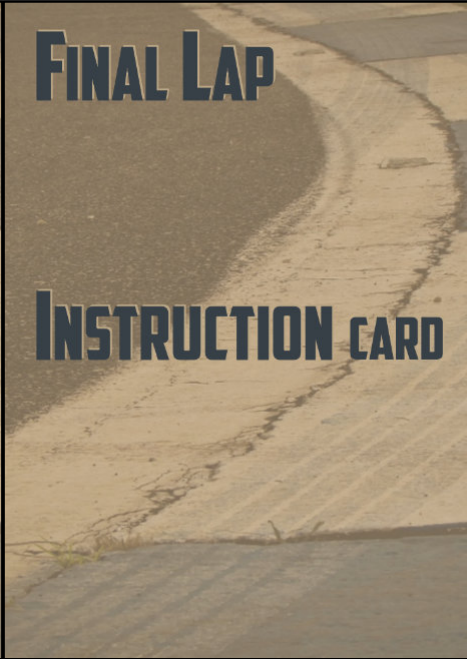
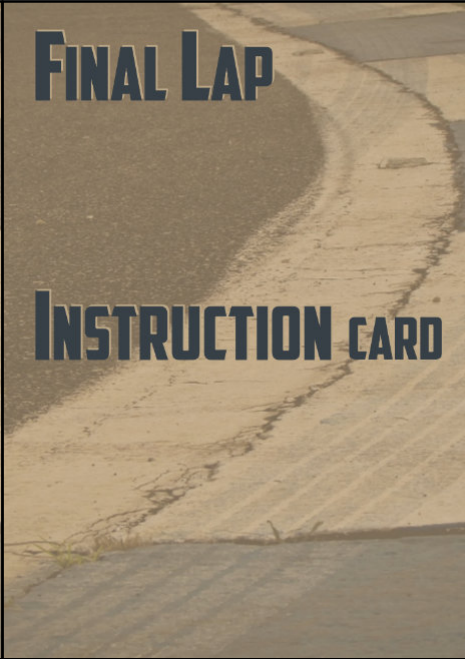
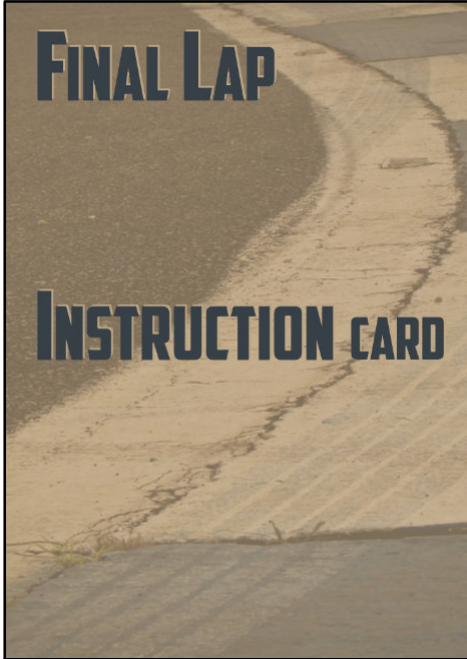
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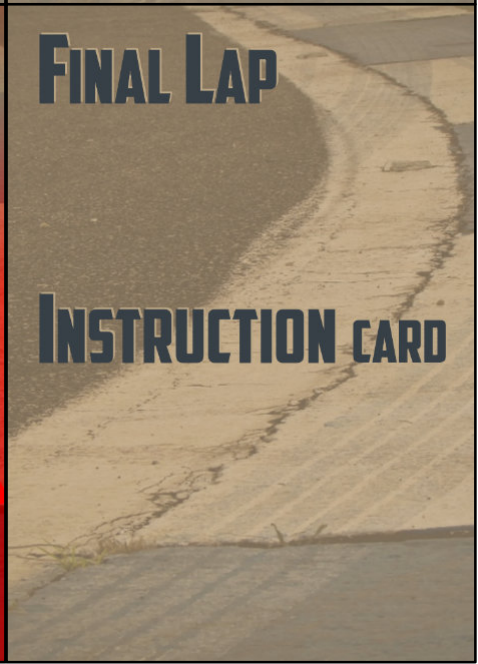
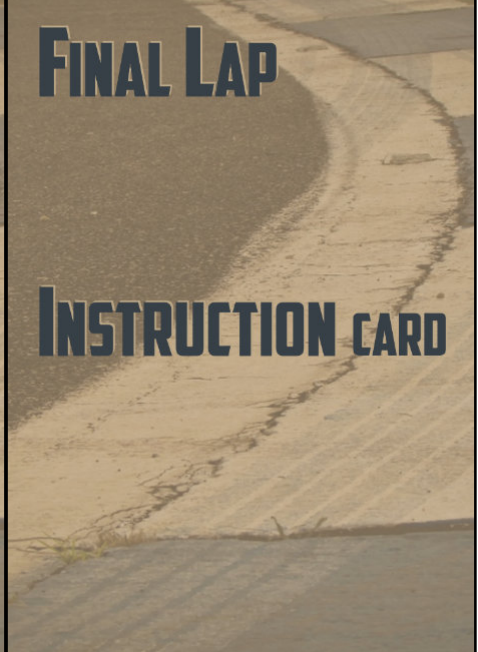
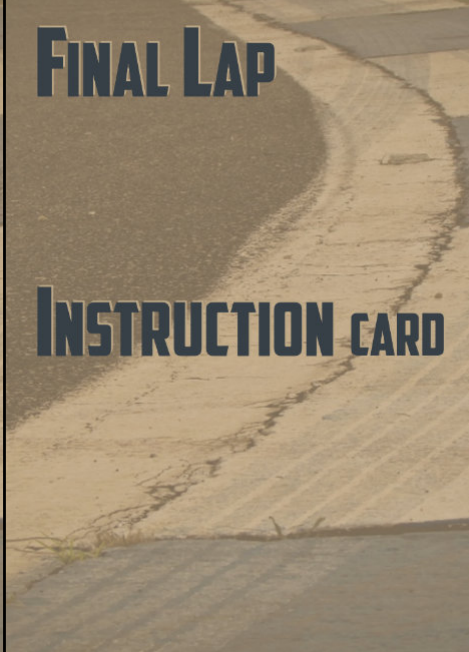
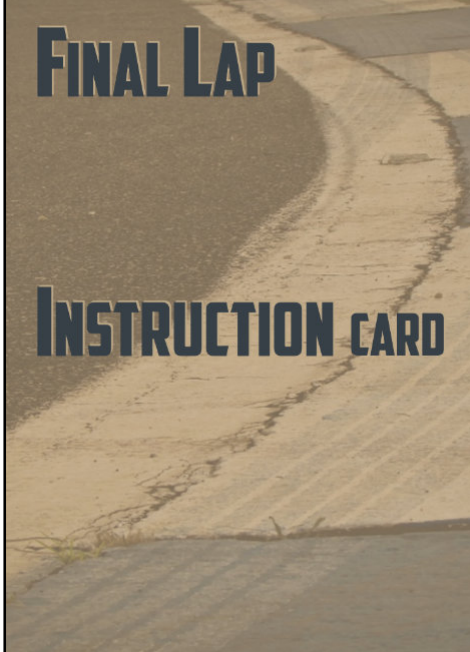
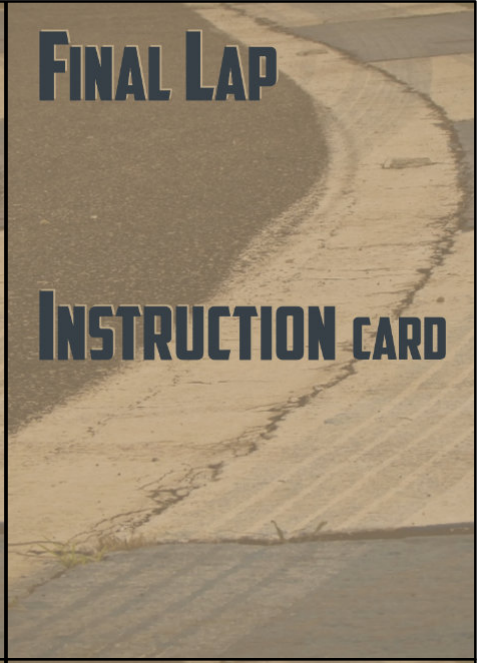
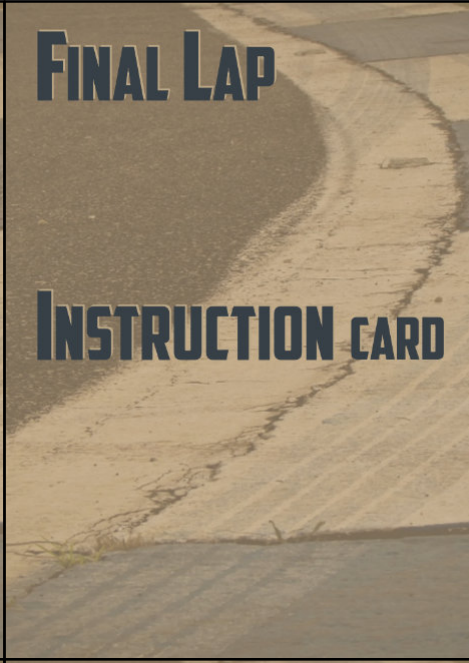
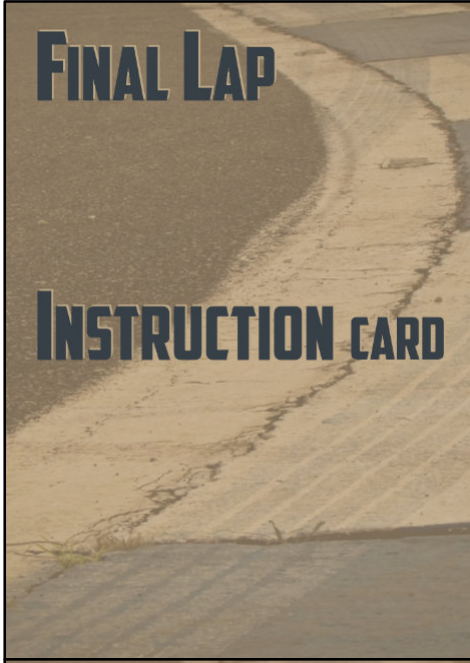
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(Setis Plaga) with CC-BY-SA  
Chris Yarzab  
(The Fastest Streets) with CC-BY-SA  
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(The Wasted Tracks) with CC-BY-SA  
Vecteezy.com (icons)



<p>We play in turn clockwise.</p> <p>When it's your turn, draw a card and read it out loud.</p> <p>01/96</p>	<p><b>INSTRUCTION #1</b></p> <p><i>We are <b>Drivers</b> on the <b>Tour</b>, a series of dangerous races, driving fast vehicles.</i></p> <p>The text about us will always be male-gendered, but we can be the gender we like.</p> <p>02/96</p>	<p><b>INSTRUCTION #3</b></p> <p><i>The <b>Tour</b> moves from race to race, and we all live together in this traveling convoy for the duration of the season.</i></p> <p>03/96</p>
<p><i>The <b>Champion</b> is undefeated this season.</i></p> <p><i>She is the favorite to win the <b>Grand Rapids Finale</b>, the most prestigious, famous and coveted race of the season.</i></p> <p>04/96</p>	<p><b>INSTRUCTION #4</b></p> <p><i>We are all competing in this race.</i></p> <p><i>The <b>Champion</b> has identified us as her main competitors.</i></p> <p>05/96</p>	<p><b>INSTRUCTION #6</b></p> <p>By the time the game starts, this final race will already be started.</p> <p>The present happens during this race.</p> <p>But we will also remember past events of the season.</p> <p>06/96</p>
<p>Let's define together the type of universe and races in which we operate.</p> <p>We can choose a <b>Setting Card</b> for this.</p> <p>07/96</p>	<p><b>INSTRUCTION #7</b></p> <p>Let's define together the identity of the <b>Champion</b>.</p> <p>We can choose a <b>Champion Card</b> for this.</p> <p><b>The Champion</b> can be of any gender.</p> <p>08/96</p>	<p><b>INSTRUCTION #9</b></p> <p>Put aside the <b>Checkered Flag</b> card found among the <b>Question Cards</b>.</p> <p>Put the <b>Final Cards</b> aside in a separate pile.</p> <p>09/96</p>



<p>Shuffle the rest of the <b>Question Cards</b> and place the resulting deck in the center of the table.</p> <p style="text-align: right;"><b>INSTRUCTION #10</b></p> <p>10/96</p>	<p>For a 30-minute game, place the <b>Checkered Flag</b> card in the center of the <b>Questions</b> deck.</p> <p>For a game of more than an hour, place the <b>Checkered Flag</b> card at random among the last five cards of the <b>Questions</b> deck.</p> <p style="text-align: right;"><b>INSTRUCTION #11</b></p> <p>11/96</p>	<p>When the <b>Instructions Cards</b> deck is finished, we proceed with the <b>Questions Cards</b> deck.</p> <p>The text of the <b>Question Cards</b> is intended for your character.</p> <p>Answer it honestly.</p> <p style="text-align: right;"><b>INSTRUCTION #12</b></p> <p>12/96</p>
<p>The other players can contribute, ask questions, make suggestions.</p> <p>They cannot answer for the one who reads the card, who has final say.</p> <p style="text-align: right;"><b>INSTRUCTION #13</b></p> <p>13/96</p>	<p>Take the <b>Red Flag</b> card and place it in the center of the table, where it is easily accessible to all of us.</p> <p style="text-align: right;"><b>INSTRUCTION #14</b></p> <p>14/96</p>	<p>If one of us does not want to include an answer or a card in the story, he indicates it by touching the <b>Red Flag</b> card.</p> <p>The content concerned is then removed from the game.</p> <p style="text-align: right;"><b>INSTRUCTION #15</b></p> <p>15/96</p>
<p>When a card is removed in this way, the player who was supposed to play it can draw a new one.</p> <p>You can use the <b>Red Flag</b> card on your own card.</p> <p style="text-align: right;"><b>INSTRUCTION #16</b></p> <p>16/96</p>	<p>It is possible to pass a card to another player, because the card does not match our character, or because it is more suitable for another character.</p> <p>We can pass a card that has been passed to us.</p> <p style="text-align: right;"><b>INSTRUCTION #17</b></p> <p>17/96</p>	<p>When a card mentions "<i>Someone here</i>" or "<i>Who here</i>", it refers to another player's character.</p> <p style="text-align: right;"><b>INSTRUCTION #18</b></p> <p>18/96</p>



**INSTRUCTION #19**

Take the next 5 **Instructions Cards**, and place them in order, without revealing them, near the deck of **Final Cards**.

We will reveal them when the **Checkered Flag** card is drawn, announcing the end of the game.

19/96

**INSTRUCTION #20**

Each of us points to the player of the character who we think is most likely to beat the **Champion** and win the race.

You can't designate yourself.

20/96

**INSTRUCTION #21**

The player or players with the most designations draw 2 cards from the **Final Cards** deck.

Each of them chooses one card from the 2 they have drawn and answers it.

If none of them chose the "You won the race" card, then the **Champion** won the race.

21/96

**INSTRUCTION #22**

Among the **Final Cards**, we must remove permanently from our game the "You won the race" card.

Recreate the **Final Cards** deck with the cards that have not been played.

Shuffle it.

22/96

**INSTRUCTION #23**

In turn, players who have not answered a **Final Card** draw a card and answer it.

If the deck of **Final Cards** is empty, it is rebuilt with all the **Final Cards**, except the "You Won the Race" card.

23/96

**INSTRUCTION #24**

When everyone has answered a **Final Card**, our game ends.

We can take a moment to discuss it, debrief it or just thank the other participants.

24/96

**INSTRUCTION #25**

We are ready to play.

We can take a short break, and then the player who wishes to do so can start and draw the first **Question Card**.

25/96

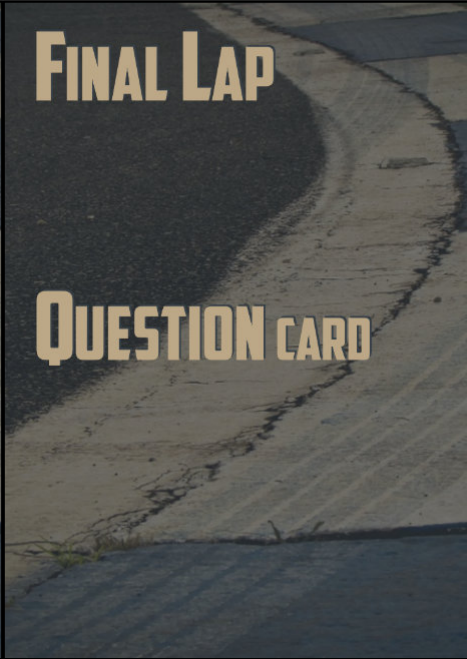
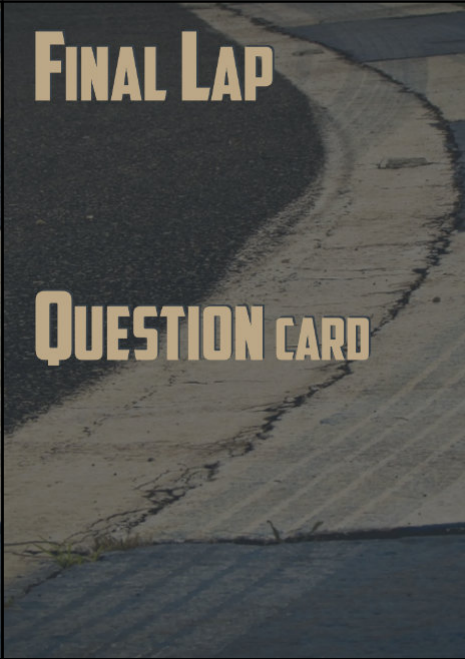
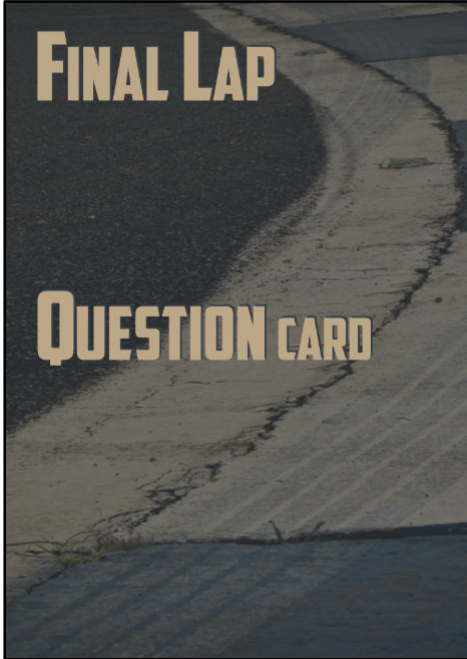


**FOR THE DRAMA**

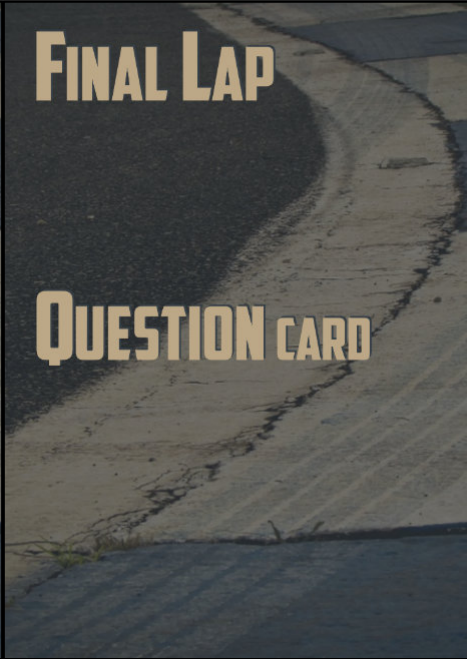
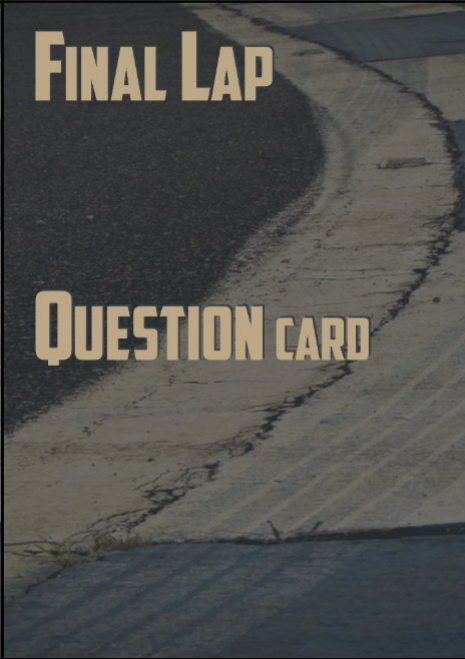
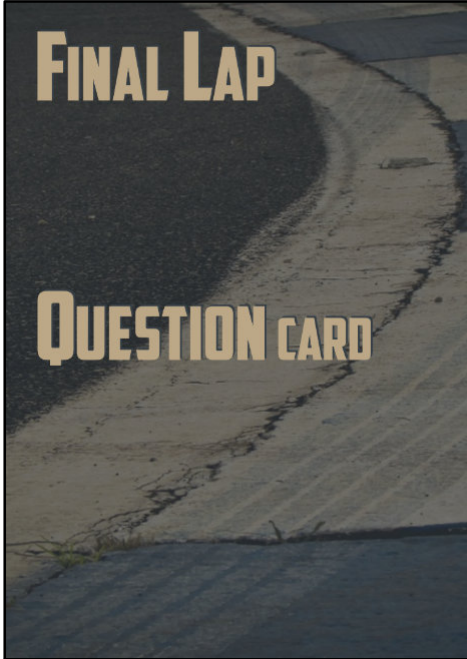
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Test  
Play online  
**Final Lap**  
on [forthedrama.com](http://forthedrama.com)



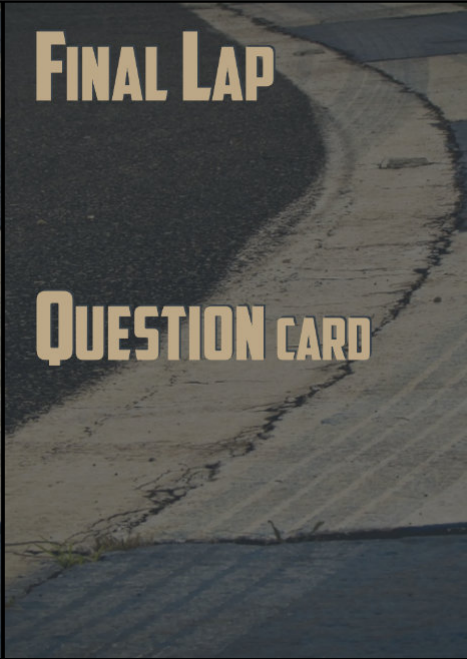
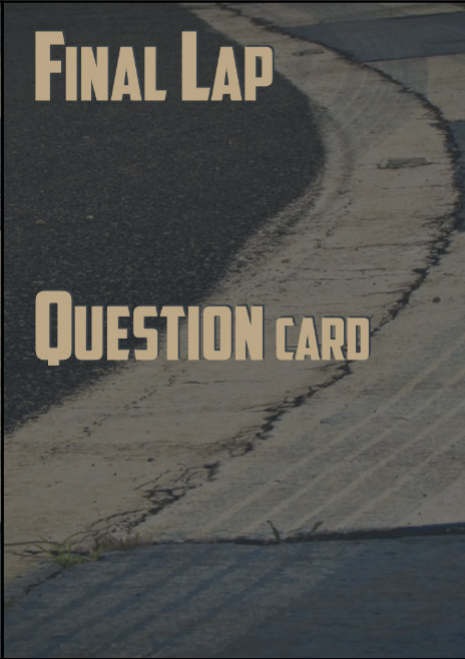
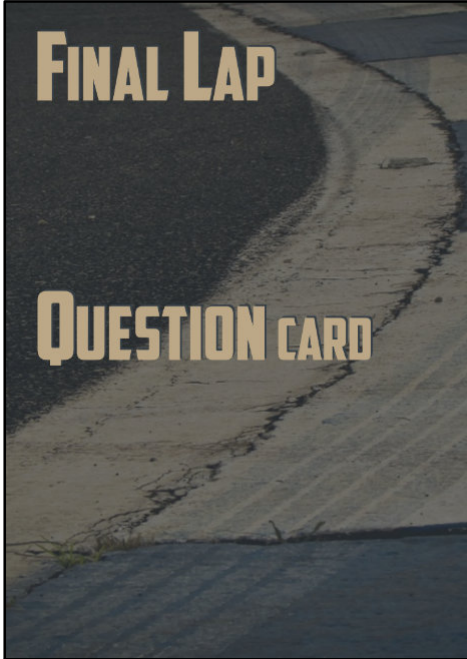
And other DFTQ games !



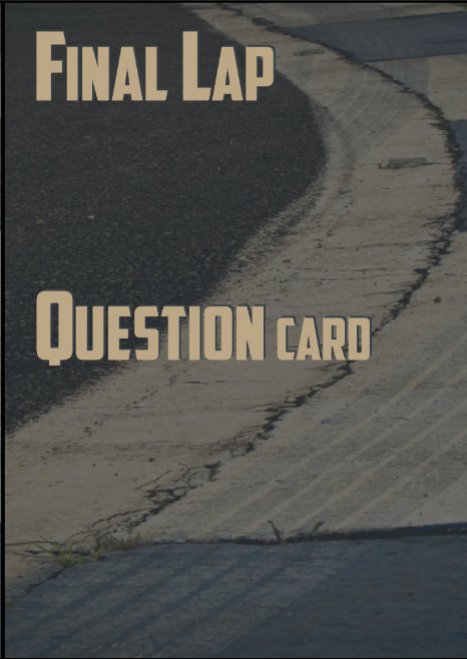
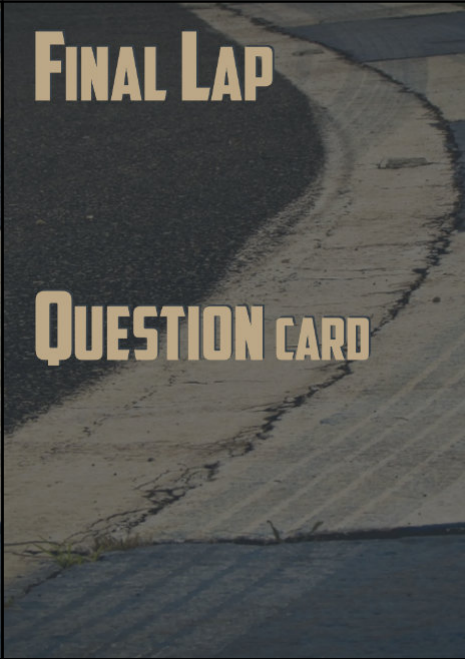
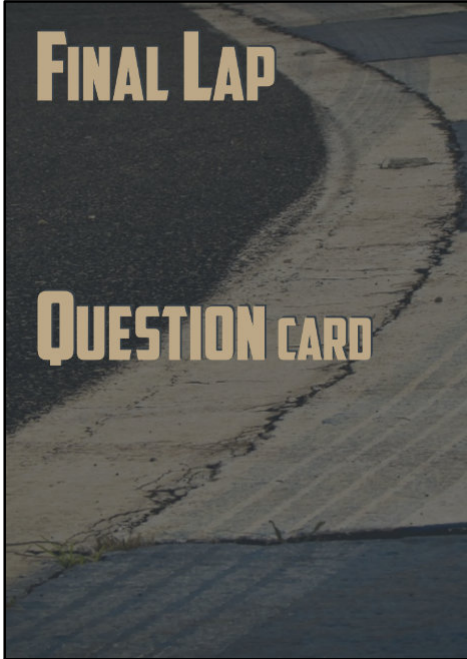
<p>You had a one-night stand with <b>the Champion</b>.</p> <p>What did you discover about her that you didn't suspect?</p> <p>26/96</p>	<p><b>QUESTION - PAST</b></p> <p><b>Who here</b> have you come to blows with?</p> <p>Why? Tell how it went.</p> <p>27/96</p>	<p><b>QUESTION - PAST</b></p> <p>Between races, you had a bad encounter.</p> <p>Tell us what happened.</p> <p><b>Who here</b> helped you get out of it?</p> <p>28/96</p>
<p><b>Who here</b> did you share a drink with after each race?</p> <p>Why didn't you do it after the last race?</p> <p>29/96</p>	<p><b>QUESTION - PAST</b></p> <p><b>The Champion</b> caught you doing something illegal during the last race.</p> <p>What was it about? How did she react?</p> <p>30/96</p>	<p><b>QUESTION - PAST</b></p> <p><b>The Champion</b> came to see you after your first race.</p> <p>Why? What did she say to you?</p> <p>31/96</p>
<p><b>Who here</b> do you travel with between races?</p> <p>Tell us about the mutual passion you have discovered about each other.</p> <p>32/96</p>	<p><b>QUESTION - PAST</b></p> <p>You just had a collision with <b>someone here</b>.</p> <p>Tell us what happened.</p> <p>What are the short-term consequences?</p> <p>33/96</p>	<p><b>QUESTION - DURING THE RACE</b></p> <p>How long has it been since you've been home?</p> <p>Why?</p> <p>34/96</p>



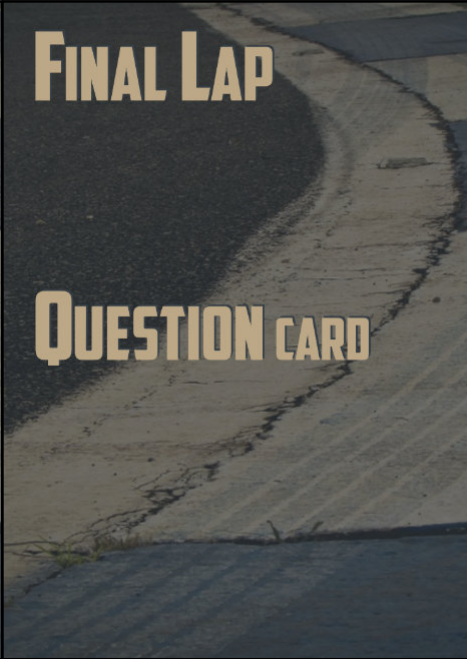
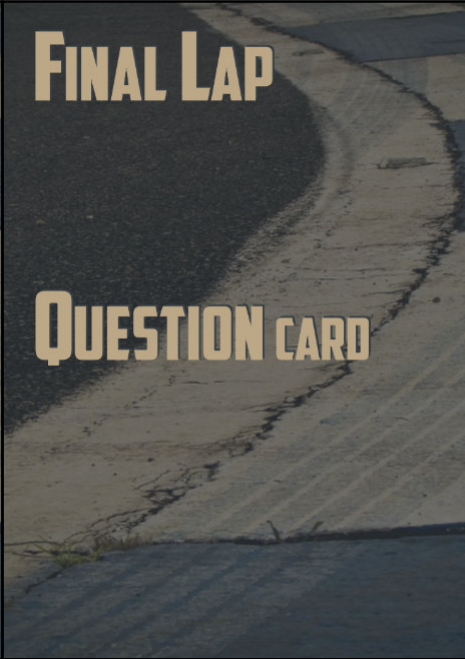
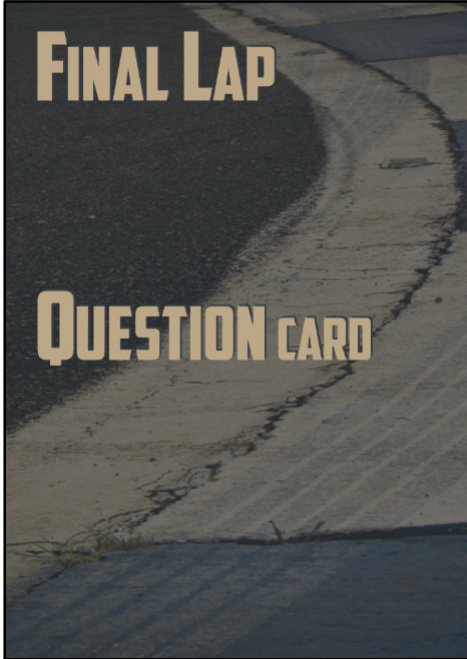
<p>What did you sacrifice to join <b>the Tour</b>?</p> <p>35/96</p>	<p><b>QUESTION - PAST</b></p> <p><b>Who here</b> was the first to greet you when you stepped on your first podium?</p> <p>36/96</p>	<p><b>QUESTION</b></p> <p>A relative of yours died on that track.</p> <p>What was your reaction then?</p> <p>How do you feel about driving on this track today?</p> <p>37/96</p>
<p>While you were just starting out on <b>the Tour</b>, an article/comment hurt you.</p> <p>Tell us about this moment.</p> <p>38/96</p>	<p><b>QUESTION - PAST</b></p> <p>Someone in your entourage or team left you in the middle of the season.</p> <p><b>Who here</b> is this person working with now? How do you cope with it?</p> <p>39/96</p>	<p><b>QUESTION - PAST</b></p> <p>Between races, you traveled with <b>the Champion</b>.</p> <p>Tell us about a scene from that trip that marked you.</p> <p>40/96</p>
<p>What were you forced to do for a sponsor?</p> <p>41/96</p>	<p><b>QUESTION - PAST</b></p> <p>You just lost places by avoiding a collision with <b>someone here</b>.</p> <p>Why did you avoid that contact?</p> <p>42/96</p>	<p><b>QUESTION - DURING THE RACE</b></p> <p>Warning signs on your vehicle or members of your team alert you about a problem on your vehicle.</p> <p>Why are you ignoring this alert?</p> <p>43/96</p>



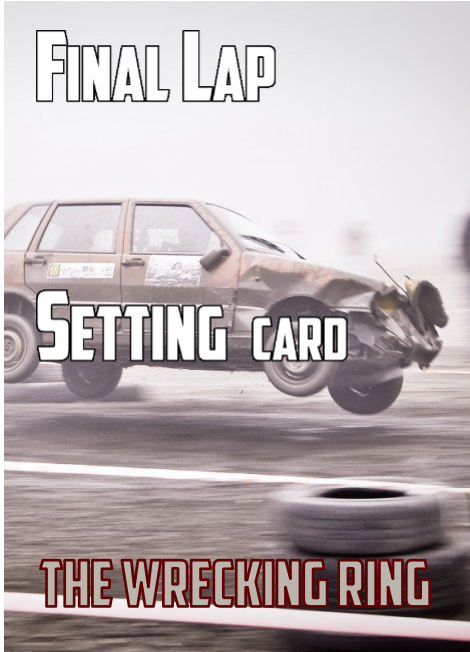
<p>You just took the lead in the race.</p> <p><b>The Champion</b> is tailing you.</p> <p>How do you feel?</p> <p>44/96</p>	<p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>QUESTION - DURING THE RACE</b></p> <p>Something during the race brings back a painful memory.</p> <p>Tell us about this memory.</p> <p>How are you coping with it now, in the middle of the race?</p> <p>45/96</p>	<p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>QUESTION - DURING THE RACE</b></p> <p>You have a lucky charm in the passenger compartment of your vehicle. Describe it.</p> <p>Following a risky maneuver/a collision, it is unhooked/broken.</p> <p>How do you react?</p> <p>46/96</p>
<p>You see a competitor crash and run off the track.</p> <p>Why are you slowing down?</p> <p>It may be serious. Are you stopping?</p> <p>47/96</p>	<p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>QUESTION - DURING THE RACE</b></p> <p>The race is neutralized for a few minutes.</p> <p>You take this opportunity to exchange a few words with <b>someone here</b>.</p> <p>Play this discussion.</p> <p>48/96</p>	<p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>QUESTION - DURING THE RACE</b></p> <p>An event disrupts the race.</p> <p>Describe this event.</p> <p>How is it in your best interest?</p> <p>49/96</p>
<p>On the track, you temporarily ally yourself with <b>someone here</b>.</p> <p>Tell us how you are outperforming another competitor through this alliance. One of you benefits from it much more than the other. Who?</p> <p>50/96</p>	<p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>QUESTION - DURING THE RACE</b></p> <p>You're neck and neck with <b>the Champion</b>.</p> <p>What do you notice about her or her vehicle that is strange or unusual?</p> <p>51/96</p>	<p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>QUESTION - PAST</b></p> <p>During the last race, your vehicle was damaged.</p> <p>Tell us what happened.</p> <p>What couldn't you fix before the start of this race?</p> <p>52/96</p>



<p><b>Who here</b> started on <b>the Tour</b> at the same time as you?</p> <p>How were your beginnings on <b>the Tour</b> very different?</p> <p>53/96</p>	<p><b>QUESTION - PAST</b></p> <p><b>Who here</b> do you keep an eye on during the race?</p> <p>Why?</p> <p>54/96</p>	<p><b>QUESTION - DURING THE RACE</b></p> <p>A relative of yours is present at the trackside. Who?</p> <p>Are you aware of that? If so, what are you doing specially to greet him?</p> <p>If not, why not?</p> <p>55/96</p>
<p>Just before the race, <b>the Champion</b> sent you a message.</p> <p>What was its content?</p> <p>Did you answer it?</p> <p>56/96</p>	<p><b>QUESTION - PAST</b></p> <p>Why did someone close to you turn his back on you when you joined <b>the Tour</b>?</p> <p>57/96</p>	<p><b>QUESTION - PAST</b></p> <p>You had a serious accident in a previous race.</p> <p><b>Who here</b> helped you in your recovery?</p> <p>58/96</p>
<p><b>QUESTION</b></p> <p>You have incurred debts with influential and dangerous people.</p> <p>They asked you to do something to cancel your debt. What?</p> <p>The opportunity is right now in front of you. Do you take it?</p> <p>59/96</p>	<p><b>QUESTION - DURING THE RACE</b></p> <p>An episode/place of the race brings back a happy memory.</p> <p>Describe it.</p> <p>60/96</p>	<p><b>QUESTION - PAST</b></p> <p>Which of your relatives are in the <b>Champion's</b> entourage?</p> <p>How do you feel about it?</p> <p>61/96</p>



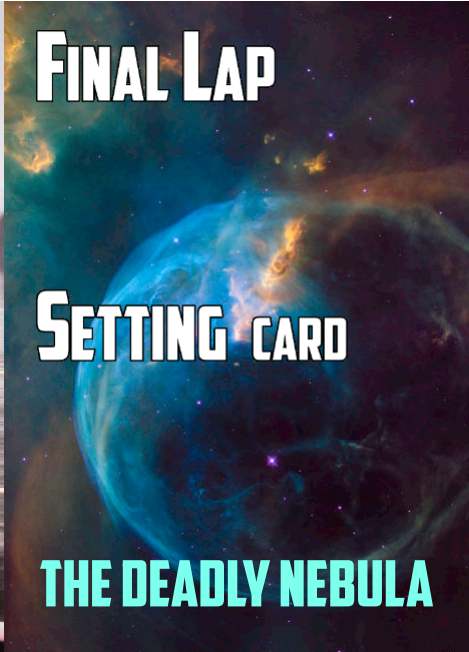
<p><b>Who here</b> did you know before you joined <b>the Tour</b>?</p> <p>How did your relationship change after that?</p> <p>62/96</p>	<p><b>QUESTION - PAST</b></p> <p>In a previous race, you had an accident when trying to overtake <b>the Champion</b>. Tell us about this accident.</p> <p>You have the opportunity to overtake her again. What are you doing?</p> <p>63/96</p>	<p><b>QUESTION</b></p> <p>Ask <b>someone here</b> to reveal one of his weaknesses to you.</p> <p>Tell us together how you discovered this weakness.</p> <p>You have the opportunity to use this information right now, in the middle of a race.</p> <p>Do you take it?</p> <p>64/96</p>
<p>As the season was in full swing, you lost a loved one.</p> <p><b>Who here</b> has stood by you in this difficult time?</p> <p>65/96</p>	<p><b>QUESTION - PAST</b></p> <p>Rumors about you have been spreading recently.</p> <p>What were they?</p> <p><b>Who here</b> do you suspect? Why?</p> <p>66/96</p>	<p><b>QUESTION</b></p> <p>There's one thing you fear more than anything on the track.</p> <p>What is it?</p> <p>67/96</p>
<p><b>Who here</b> are you in love with?</p> <p>Ask him if it's mutual.</p> <p>Who knows about this?</p> <p>68/96</p>	<p><b>QUESTION</b></p> <p>You made some harsh comments against the <b>Champion</b>. What did you say? Under what circumstances?</p> <p>All this went back to her. How did she react?</p> <p>69/96</p>	<p><b>DRAPÉAU À DAMIER</b></p> <p>This is the final lap of the track. The race is coming to an end.</p> <p>Draw from the <b>Instruction Cards</b> deck placed next to the <b>Final Cards</b>, and follow what's indicated on them.</p> <p>70/96</p>



**FINAL LAP**

**SETTING CARD**

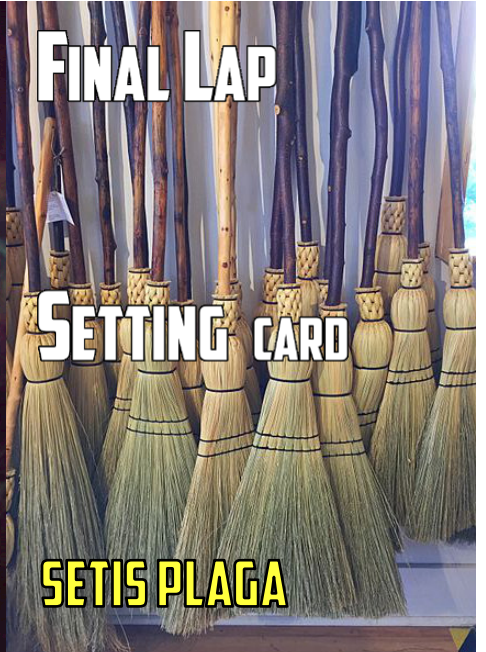
**THE WRECKING RING**



**FINAL LAP**

**SETTING CARD**

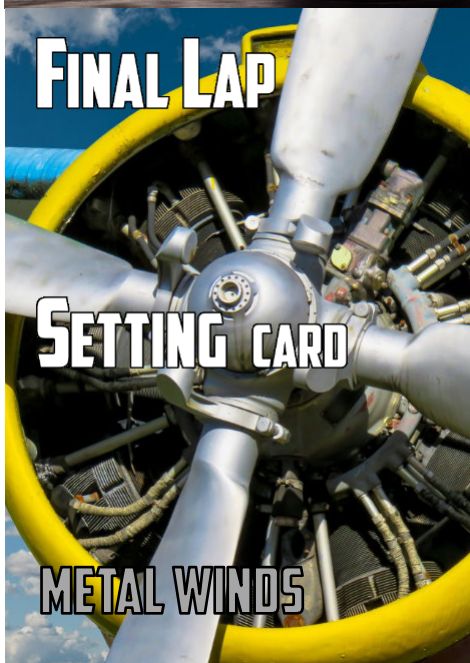
**THE DEADLY NEBULA**



**FINAL LAP**

**SETTING CARD**

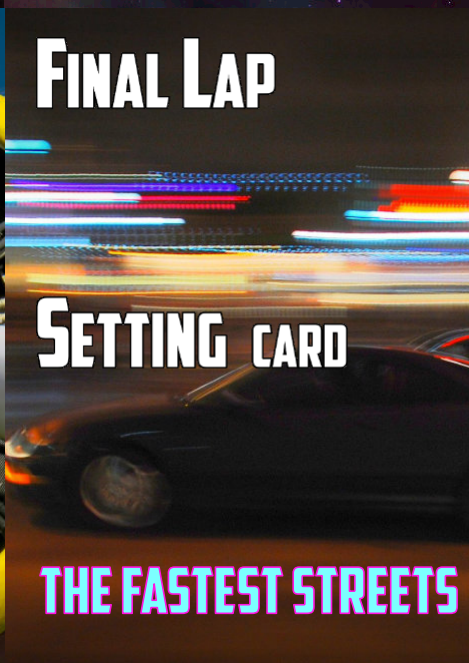
**SETIS PLAGA**



**FINAL LAP**

**SETTING CARD**

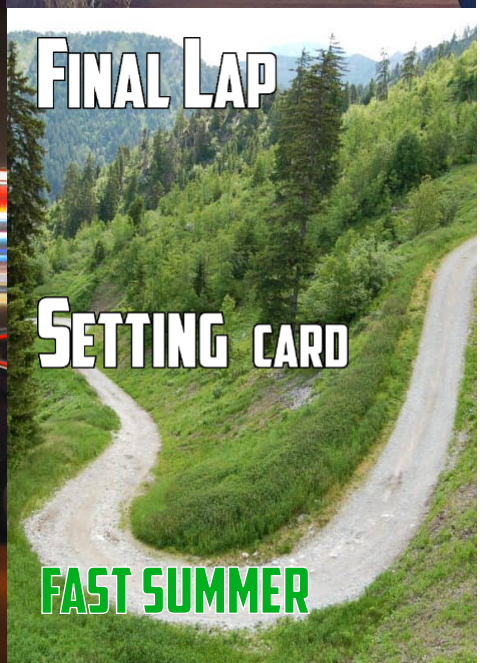
**METAL WINDS**



**FINAL LAP**

**SETTING CARD**

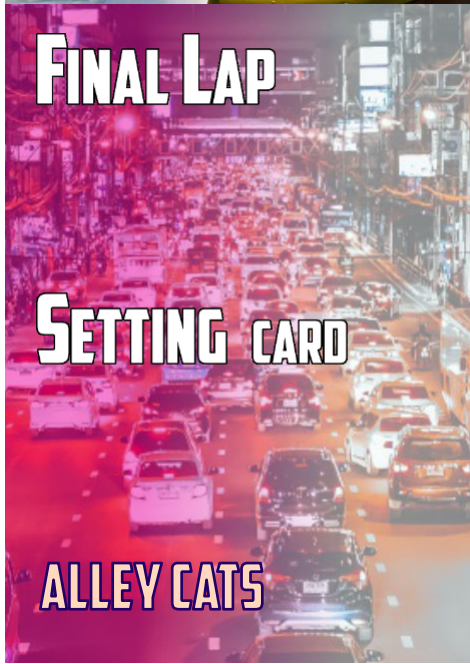
**THE FASTEST STREETS**



**FINAL LAP**

**SETTING CARD**

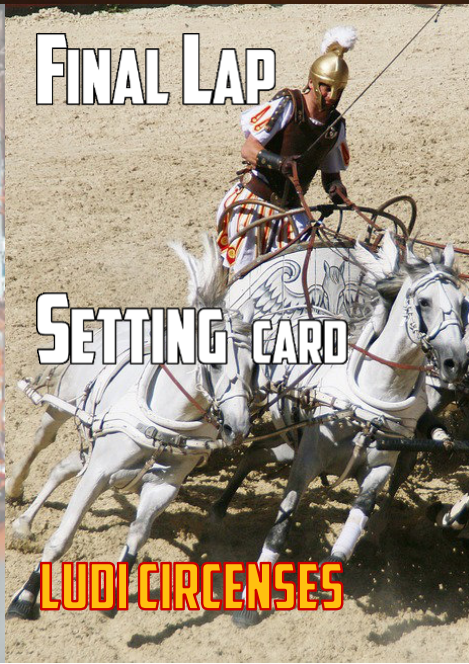
**FAST SUMMER**



**FINAL LAP**

**SETTING CARD**

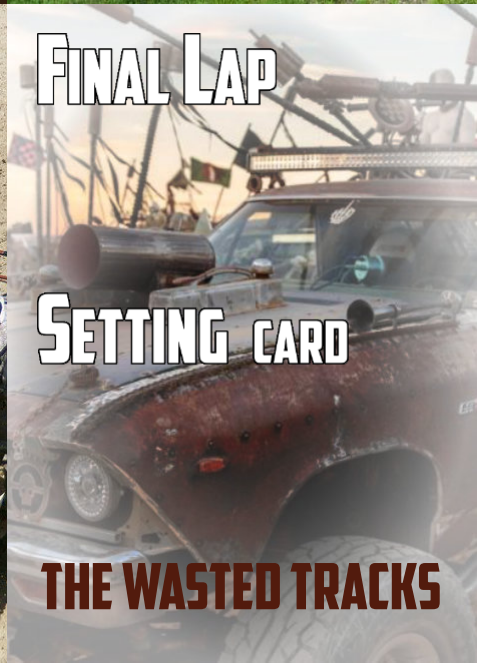
**ALLEY CATS**



**FINAL LAP**

**SETTING CARD**

**LUDI CIRCENSES**

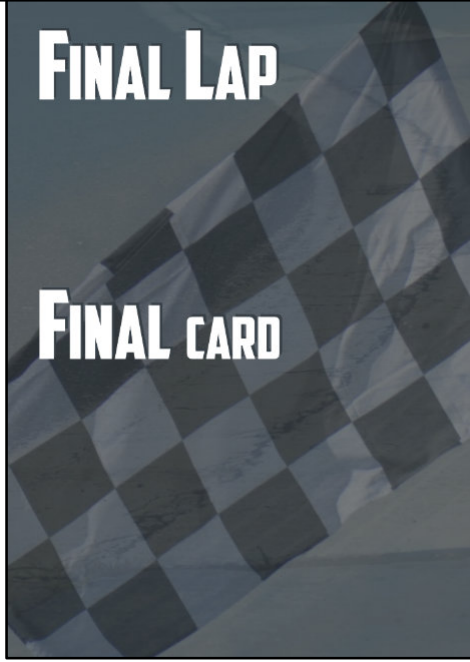
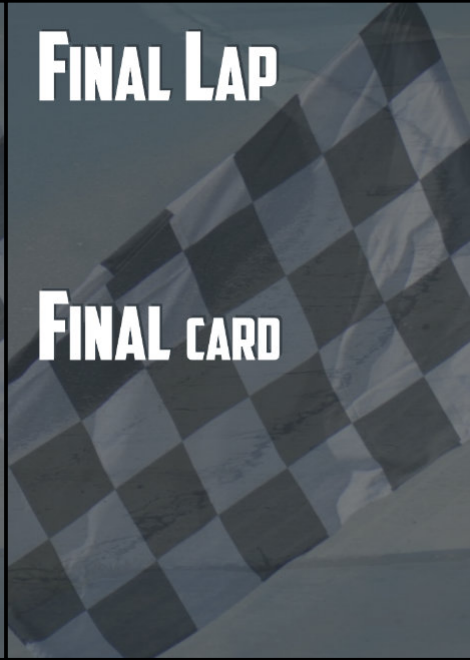
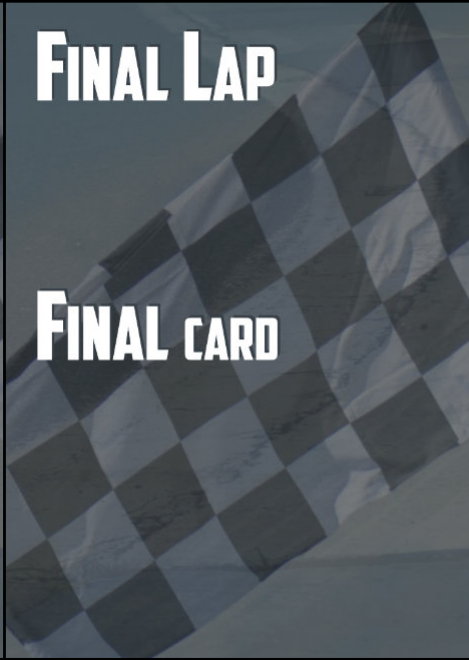
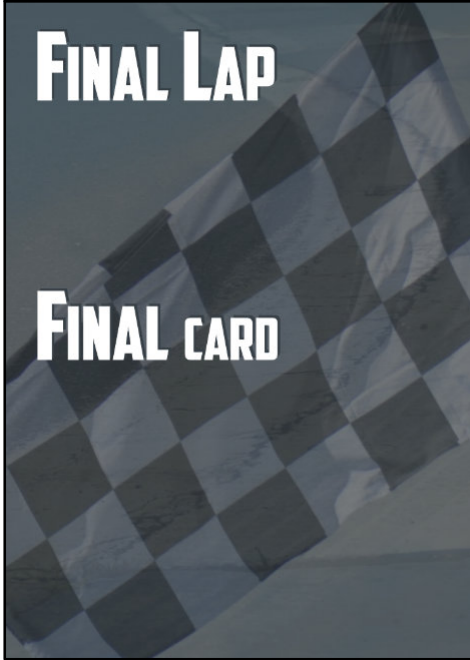
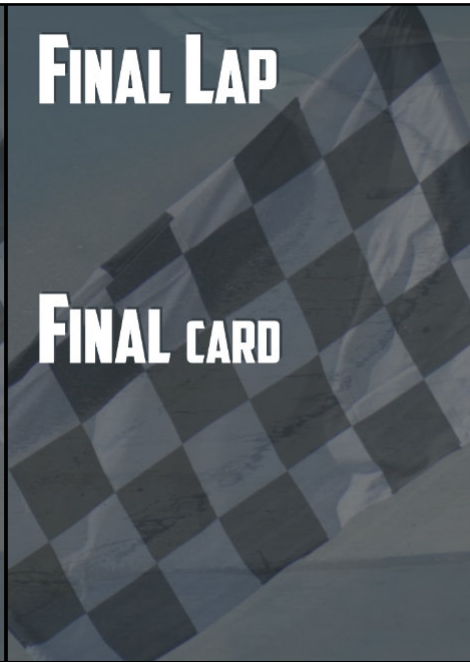
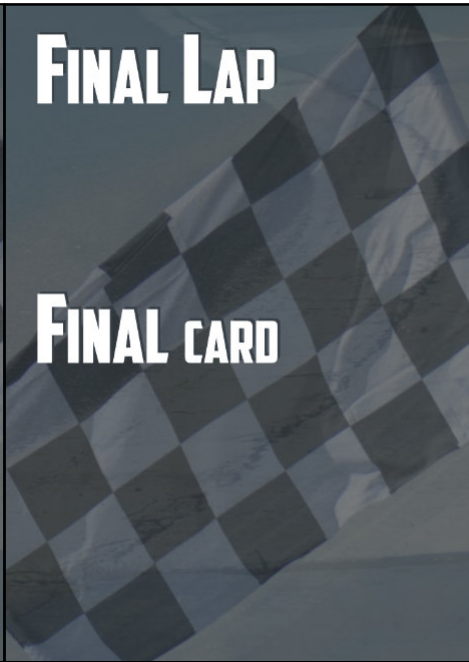
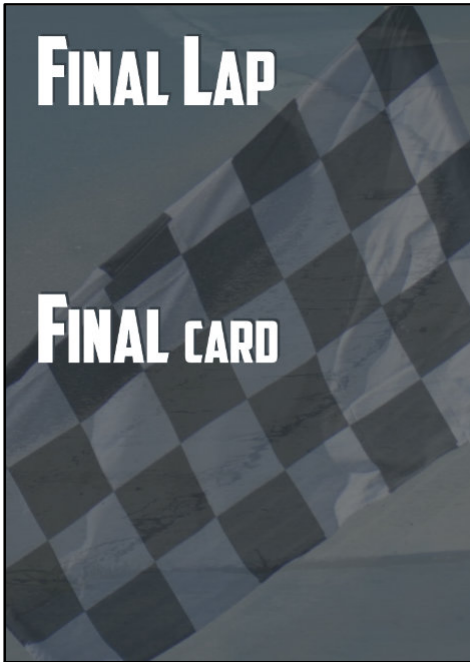


**FINAL LAP**

**SETTING CARD**

**THE WASTED TRACKS**

<p><b>SETIS PLAGA</b></p> <p>Years of study to master the basics of magic. And rather than staying locked up in a library, what could be better than illegal races on a broomstick or a flying carpet?</p> <p>And by the way, you have several spells up your sleeves.</p> <p>71/96</p>	<p><b>SETTING</b></p> <p><b>THE DEADLY NEBULA</b></p> <p>Fly through the strange and magnificent landscapes of the borders of the Galactic Empire, aboard anti-gravity vehicles of the most basic technology.</p> <p>And shine brightly to become famous throughout the galaxy.</p> <p>Perhaps the Empire will see you as one of its famous pilot-hunters?</p> <p>Unless you are more interested in joining the Rebellion?</p> <p>72/96</p>	<p><b>SETTING</b></p> <p><b>THE WRECKING RING</b></p> <p>Anything is allowed in this wild race.</p> <p>Canyons, forests, sandy tracks but also urban boulevards and racetrack serve as tracks for these events, which are paced by the sound of the sheet metal being hit, crumpled and torn.</p> <p>Angry and passionate crowd. Inflated engines. Fasten your seat belts. It's going to kick ass!</p> <p>73/96</p>
<p><b>FAST SUMMER</b></p> <p>A group of children. Customized soapbox cars. Astonishing descents.</p> <p>The last race of an unforgettable summer.</p> <p>74/96</p>	<p><b>SETTING</b></p> <p><b>THE FASTEST STREETS</b></p> <p>From one city to another, illegal street racing.</p> <p>Neons and Nitro.</p> <p>Our life is all about the night.</p> <p>Drugs and Techno sounds.</p> <p>75/96</p>	<p><b>SETTING</b></p> <p><b>METAL WINDS</b></p> <p>The pioneers of the sky, in search of the perfect spin.</p> <p>The war is over, and all these duels won in the air have brought you here, to flirt with high buildings, zeppelins and to fly low under the bridges.</p> <p>76/96</p>
<p><b>THE WASTED TRACKS</b></p> <p>Screwed to hell. The climate is collapsing. The nations have collapsed. Oil? It's your currency now. Driving vehicles of all shapes and sizes, explore the desolate landscapes and navigate between the ruins of the past civilization.</p> <p>Get to the end point before the others. Take the path you want.</p> <p>77/96</p>	<p><b>SETTING</b></p> <p><b>LUDI CIRCENSES</b></p> <p>At the head of a cart, on sandy tracks, towed by powerful animals. You represent your city. Your people.</p> <p>And the whip in your hand is not only for animals.</p> <p>78/96</p>	<p><b>SETTING</b></p> <p><b>ALLEY CATS</b></p> <p>Surrounded by traffic from the biggest cities. On two wheels. By the force of pedalling. Do not follow your GPS. Trust your instincts. Uncover secret passages through narrow alleys, stairs, buildings.</p> <p>Dodge the vehicles. Always be on the lookout.</p> <p>79/96</p>



**You won the race.**

**FINAL CARD**

Tell us about those last few meters.

Tell us about your first few hours as a Champion.

*Remove this card from the game after unveiling it..*



80/96

*You didn't win the race.*

**FINAL CARD**

You have done well and is announced as a favourite for next season.

Do you continue on the Tour? Why?

81/96

*You didn't win the race.*

**FINAL CARD**

Why is your post-race hectic?

82/96

*You didn't end the race.*

**FINAL CARD**

Tell us about your accident and its consequences.

83/96

*You didn't win the race.*

**FINAL CARD**

Why is your participation in the next season uncertain?

84/96

*You didn't end the race.*

**FINAL CARD**

Why did it stop before the end for you?

85/96

*You didn't win the race.*

**FINAL CARD**

Where are you going as soon as you cross the finish line?

86/96

**FINAL LAP**



**FINAL LAP**



**FINAL LAP**



**FINAL LAP**



**FINAL LAP**



**FINAL LAP**



**FINAL LAP**



**FINAL LAP**



**FINAL LAP**



## SUCCUBUS

The temptress,  
always ready to  
grant a wish  
against a future  
favor.

Devilish.

87/96

CHAMPION

## GHOST

Still there after her  
terrible accident.

Different, faded.

She has to finish what  
she started.

88/96

CHAMPION

## PRO

Dedicated to  
winning since birth.

Don't leave  
anything to chance.

Prepared, guided,  
determined.

89/96

CHAMPION

## CYBER

Highly connected,  
analyzing each  
race and each  
competitor down  
to the last detail.

90/96

CHAMPION

## BERSERK

Will probably die in a  
horrible accident.

But for now,  
is mainly at the  
origin of the worst  
accidents  
on the Tour.

91/96

CHAMPION

## SWIFT

Fast.  
Sharp.  
Unseizable.  
Biting.  
Fragile.

92/96

CHAMPION

## CHAOS

No one has ever  
been able to  
analyze one  
of her races.

Unpredictable,  
has more than one  
trick in her bag.

93/96

CHAMPION

## LUCKY CHARM

Always  
in the right place  
at the right time.

Known and  
recognized for her  
drinking ability.

94/96

CHAMPION

## WALLY STREET

Money buys talent.

She's not here to  
make money, she  
has more than  
enough.

95/96

CHAMPION