



QUICK PLAY GUIDE (PREVIEW EDITION)

4.17

THIS IS TROUBLE FOR HIRE, THE NEW STORYTELLING ADVENTURE GAME FROM KEVIN ALLEN JR.

THIS IS NOT EVERYTHING

This is a preview document, not a finished product. It's a work in progress. Don't get me wrong - the basic rules are all here, and the game is playable with this document. But it's not polished, tarted up, and ready to dance. You'll have to bridge some gaps yourself. This is a bare bones presentation, warts and all. When the real deal hits the scene it will be much shinier, much easier to navigate, and have way more bells and whistles.

Also, at this stage, I want to know who's out there playing Trouble For Hire. I want to hear how your game goes, what you liked, what you didn't. I want a little dialogue with you. Of course, you are under no compulsion (legal, social, or otherwise) to connect back with me if you don't feel like it, but I hope you do. And I hope you enjoy your time playing the game.

There are no big secrets. No hush hush Fox Mulder shit. Feel free to talk openly about the game and your experiences with it. I encourage this. Good or bad. If you talk about Trouble For Hire consider tagging it with #T4H.

USAGE

This isn't much in the way of a teaching tool, really it's just the least you need to run the included adventure "Hollywood Brad Freeman's Special Delivery." Understandably there could be some confusion (hopefully not, though) in interpreting the rules outline. If you have questions, let me know. Knowing what isn't being well explained will certainly help improve the final product, and your input will be greatly appreciated.

SETTING

560 horses rage across the scrub plain, belching fire, kicking rocks and tar, and burning hard through both day and night. These horses stand yolked to the steel chassis of a '68 corvette L88. A white hot rocket born not in the fires of hell, but from a place far more damned. Detroit. America. The land of the free, home of the brave enough.

At the helm of this great beast is a man with little regard for that tattered rag of the nation he drives upon. A soldier of fortune without a war. A man who's living depends on that white stallion careening through the landscape at 170 mph. A smuggler. Our hero, Ruben Carlos Ruiz.

In the trunk of 'vette was enough heroin to keep all of Billings Montana strung out till the 4th of July. Last week it was pills for Casper Wyoming. Next week, who knew. If it could be moved and it wasn't supposed to be, Reuben could move it. Guns. Drugs. Two summers ago he had driven a rig from Juarez to Colorado Springs with 10 illegals in the back, they made a room hidden in the crates and played cards and drank warm cans of fresca while their coyote raced up route 25.

Reuben was a runner and these are his stories...

SUPPORT:

Reach out to Kevin Allen Jr: kevin.allen.jr@gmail.com
Trouble For Hire is being published by ndpdesign.com. More info: ndpdesign.com/t4h

CONTENT:

While it's basically up to you, expect this game to have a R rating for violence, sex and weird shit.



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YOU NEED:

3-6 reasonably adult, only moderately mature players

From this file:

- The Rules (that's the next page after this one, it's white)
- The 8 Roles (that's them yellow pages. There are 2 roles on each page, so cut these in half)
- The Adventure (the blue pages)
- The 3 lights (that's the red, yellow, and green circles at the end of this document, cut them out put them where everyone can grab them)

You will also need:

- 2 six sided dice
- a bunch of coins or tokens (like 30-40) to represent RPM
- some paper (index cards or post it notes work well)
- something to write with.

Also included:

Some character sketches. These don't have any function in the game, but provide reference and can help you get into the story and setting.

WHAT'S THIS ALL ABOUT?

Rally your amigos, let's tell a story.

A table of players, everyone working together, one story. No competition, no winners or losers, just the shared desire to create something as a group; to entertain each other and be entertained in kind.

The story you are telling sounds just like a movie; an action packed, full-throttle road adventure. The hero of our story is Ruben Carlos Ruiz, a smuggler/courier/wheelman operating in the American south west. He's a mold-broken loner in over his head and wholly unafraid. Ruben races intrepidly through a world gone mad with modernity – a world where he mavericks his way out of tight situations with bare wits, stunt driver bravado, and the judicious application of violence.

There are 8 different Roles you can play in the game and each one affects the story in different ways. Some of them let you introduce new characters, or re-focus the story on a new idea. Some Roles might let you start a car chase or a gunfight or get into a roadhouse drinking contest. Controlling Ruben himself is even one of the Roles. Every player has the chance to change Roles every turn, so you'll get to do a lot of different things as you play through a story.

When Ruben is facing down a particularly challenging action sequence – when the stakes are the highest – we throw some dice to determine the outcome. Not everything is left up to chance though, the success or failure of his actions are still up to the players to decide (based on what's best for the story at the moment), but random chance, luck, and fate all get a vote too.

And that's pretty much the way it goes. Players spend RPM (the currency that pays for the special effects on your Role) to introduce new material into the story. As the RPM gets spent the game accelerates to its inevitable conclusion. After 8 turns the story is over and the game ends.

That's the good word, hermano. Now grab the keys and crash this thing into the mountain.

GLOSSARY

• **RPM** - Represented by some kind of token on the table. RPM is spent to power just about everything in the game. RPM purchases special effects from your Role. The faster the players spend RPM the faster the story goes. "RPM" doesn't stand for anything.

• **Roles** - Trouble For Hire is divided into turns. Each turn the players may select new Roles. Roles break up the component parts of storytelling and work to evenly divide every player's time in the spotlight, and insure that we all have a crack at the things that interest us most.

• **Challenges** - Moments of chance, where the stakes have been raised for Ruben. During challenges players roll dice to determine what course the story will take next.

• **Themes** - Recurring ideas or motifs that inform the tone and plot. When Themes get incorporated into the story players are rewarded with RPM.



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RULES

SETUP

1. On index cards write “video surveillance,” “bridges,” and “fire”. These are the adventure’s Themes. Set these out on the table where everyone can see them. Put 3 RPM on video surveillance, 2 RPM on bridges, and 2 RPM on fire.
2. Spread out the Roles (the yellow sheets), so everyone can see. Roles divvy up the responsibilities of storytelling. Everyone picks a Role and starts with 5 RPM (one player **MUST** select the Ruben Carlos Ruiz Role).

PLAYING THE GAME

3. Start telling the story of what happens in this adventure. Everyone works together, making things up scene by scene. Ask Ruben’s player what he’s doing, what he wants to do.
4. Those named and numbered items on the Roles, those are Special Effects. Players spend RPM to introduce special effects from their Role into the story. Just toss your coins to the center of the table and start telling everyone what happens.
5. When you buy a Challenge Special Effect (highlighted **orange** on the Roles) into the story Ruben rolls two dice. Then, he assigns one die to the Results and one die to a Kick. Results determines if Ruben overcomes the Challenge or not. The Kick adds something to the story.
 - If the results die comes up 1 or 2 Ruben’s player has to spend RPM to increase the result (to at least 3). This is the **ONLY** time RPM can be spent to increase a roll. Any amount of RPM may be spent in this way (yes you can buy up to a result of 6 if you want).
 - If Ruben incurs any consequences, the Challenging player selects which ones (consequences are listed in **red** on every Role that has a challenge).
6. Check off a box on the Adventure’s Progress Tracker (page 3 of the adventure) for every RPM spent at the table. Every 10 checks ends the round. Pick new Roles (someone’s always got to play Ruben). Read aloud any mile marker information the Progress Tracker provides.
7. When 80 RPM is spent the game is over.

KEEP IN MIND

8. If you include the contents of a Theme when you are narrating you can take an RPM off that Theme’s card and keep it for yourself. When all the RPM are taken off a Theme it goes away and everyone at the table gets 1 RPM.
9. If you like what someone is doing you can pass them the **green** light. The **green** light is worth up to 3 RPM, but it’s gotta be the next RPM you spend.
 - If you want to put a pin in something, possibly veto it, maybe back away from an uncomfortable idea, hold up the **yellow** light and discuss.
 - If you want to out and out ban something (like upsetting or offensive content) hold up the **red** light. No discussion. It’s just out of the picture, move the fuck on.

TROUBLE
FOR
HIRE

HOLLYWOOD BRAD FREEMAN'S SPECIAL DELIVERY

SETUP:

There's a thick miasma of cigarette smoke heavy in the motel room air. By it's oppressive volume Ruben can tell the middle-aged pony-tailed pornographer has been waiting a long while. Ruben was right on time, but these days Brad "Hollywood" Freeman has a lot of folks he would like to avoid running into, so sitting around smoking butts and just doing nothing is fine with him.

That's why this meeting is taking place at the Crazy Eagle Casino in Selby SD. It's the kind of out of the way shit hole that even the most unsavory personages Freeman associates with wouldn't be caught dead there. Hollywood explains that he's fallen on hard times. Internet video, broadband, the Russian DVD market, smut ain't the game it used to be. There was a time Freeman's name was on the back of a VHS tape hidden in the sock drawer of every self-loathing pervert in the continental US. But the salad days wilted and now Brad is hiding out in South Dakota.

Hollywood's got a couple of very scary Vigs bearing down on him, enough that he can't deal with all of them all at once. He's gotta take care of the dangerous ones first, then he can worry about getting back on his feet. Ruben kind of loses interest for a while as Freeman describes his plans for a new DVD series, something about feet and heavysset teenagers. Freeman says there's always money in fat feet.

"Cut to the chase, hombre. You aren't going to pay me to be your therapist."

Bradly Freeman stammers a little, then gets down to business. His largest outstanding debt is with Rock Bosley, the leader of the 99 Thieves. Ruben is familiar with the gang but not the man. The 99 Thieves are a pretty bog standard eastern California biker gang. A bunch of tough winos who never got over Easy Rider; but still, not a group to mess with. They're hard, and they've been around long enough to earn some respect.

"I need you to bring Bosley this," as he pats a cardboard box about the size of a microwave wrapped thick in brown plastic packing tape.

"Where's it going?"

"Shootout Village, you know it?"

Ruben tenses a bit, but he doesn't let Hollywood see. "Yeah, it's a good place for an ambush."

"If this was simple I would've used UPS. As it is, I've hired you (for, let me tell you, an awful lot of money up front), because they say you're the best at this kind of thing."

"I am"

"He'll be there Sunday morning at dawn to pick it up. That's just about 36 hours, a pretty long drive, little window for error."

"I'll make the drop on time. Don't worry. Like you said, I'm the best."

"I didn't say that, I said that's what they say. I'll believe it when I have Rock Bosley taken off my to do list. And one more thing; you even think

STARTING THEMES:

- Video Surveillance - 3 - when this clears, the Cossack appears and initiates a challenge with Ruben (no RPM is spent to start this challenge)
- Fire - 3
- Bridges - 2

SPECIAL RULES:

- *Locked at the start:* Dramatic Injury Consequence and The Rider role.
- The Rider Role is put in play when Ruben first goes to the Dry Creek Safe House location.
- *Removed from play:* Los Extraño Role
- Whoever narrates opening the mystery box gets to determine the contents.

CHARACTERS:

- The Cossack
- Bradley Freeman
- Rock Bosley
- The 99 Thieves
- Cheeto and Frisbee

LOCATIONS:

- *Crazy Eagle Motor Lodge and Casino - Selby, South Dakota* - Situated on tribal lands the Crazy Eagle draws the bottom feeders of the local populace to it's aging slots and smoke stained table games. There's no buffet but there is a snack bar/grill that wouldn't be out of place in any number of more metropolitan bowling alleys. The disconnected motel portion proudly advertises the presence of color TVs in all of it's rooms.



HOLLYWOOD BRAD FREEMAN'S SPECIAL DELIVERY

about opening up that package then you better be as fucking fast as they say, 'cause I'll know, and I'll come for you. Wherever you're scrawny ass hides, I'll find you and I'll put you in the ground."

Ruben picked up the box. It weighed less than he expected it would. He could tell it contained a single object, as it shifted around a bit when he lifted it.

In Ruben's line of work he encounters a lot of very threatening folks, but Brad Freeman didn't really qualify for that distinction. Ruben lowered the sunglasses he had been wearing and looked the sad aging debtor in his beady eyes. He considered a pithy phrase, or maybe some Spanish he knew wouldn't make sense to Freeman. Instead he waited a beat, turned and simply walked out to the car. 16 Hundred miles to go. Gonna be a long Saturday.

SO...

- Bring Hollywood's package to Shootout Village in 36 hours.
- Rock Bosley and his biker gang (the 99 thieves will be expecting it)
- You aren't supposed to open the box
- Somehow the Cossack is mixed up in this too. Maybe he wants the box, maybe he just wants to stop its delivery, either way he's going to be trouble.

- *Shootout Village* - In the early 80's in the desert east of L.A. the facade of an old west boom town was erected for Hollywood to use as a shooting location for westerns. Times changed and now except for a few student films and lowbudget sci-fi direct-to-dvds Shootout Village doesn't see much action. All the better, as it's become a decrepit husk rotting on the outskirts of civilization. The perfect place for a biker gang like the 99 Thieves to settle down.
- *Dry Creek safehouse* - A ramshackle hut in the middle of nowhere. A place Ruben can go and be wholly undisturbed by enemies. When Ruben first arrives at this location The Rider is hiding out there (unexpectedly). The Rider Role is unavailable to players prior to this happening.

TROUBLE
FOR
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HOLLYWOOD BRAD FREEMAN'S SPECIAL DELIVERY

PROGRESS TRACKER

MILE MARKERS

1 - Traffic on the highway. Everyone gets 3 RPM

2 - An explosion, a wreck, or a building burnt to the ground

3 - The Cossack appears and makes a play for the mystery box

4 - Cheeto and Frisbee want to bargain
AND Each player gets 2 RPM

5 - The fate of Bradley Freeman OR
The contents of the box revealed

6 - Showdown at Lookout Village/
Dramatic Injury consequence unlocked

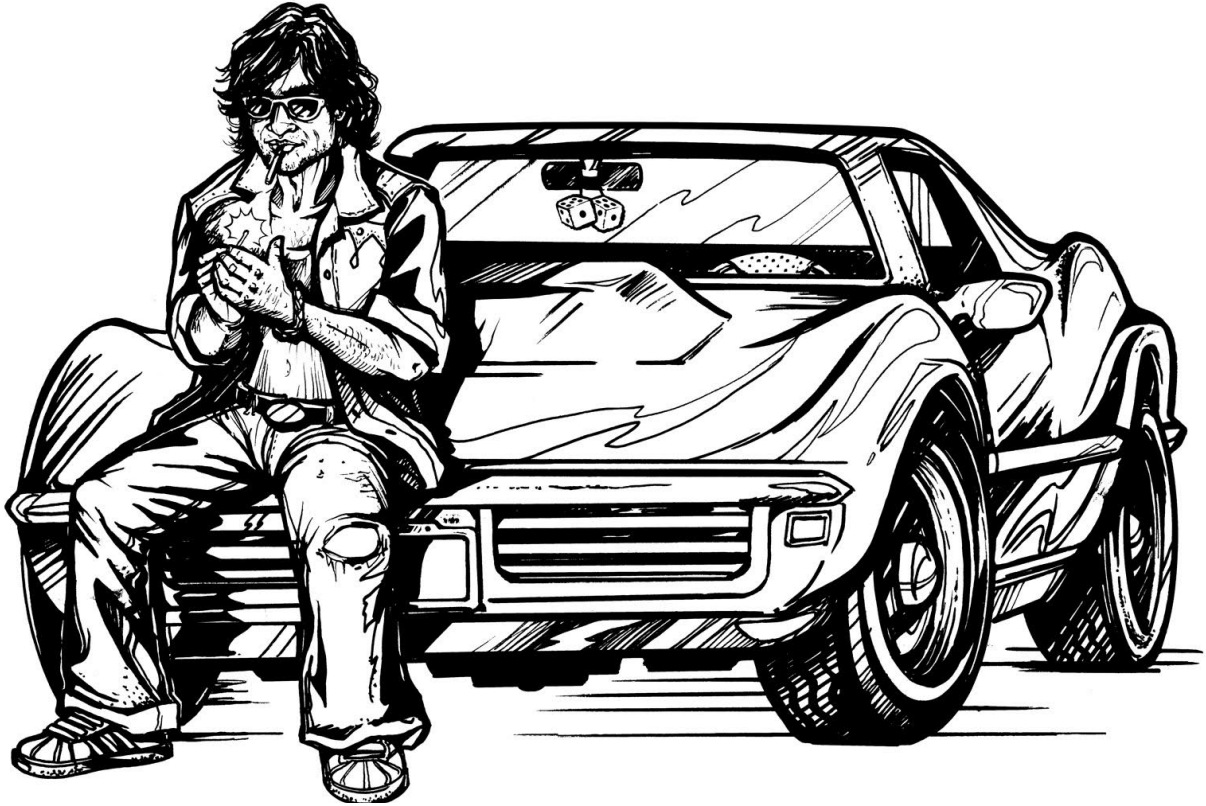
7 - The Box is delivered OR
the box cannot be delivered

8 - The game ends. Dasvidaniya muchachos.

TROUBLE
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CHARACTERS OF NOTE

RUBEN CARLOS RUIZ



Ruben is the main character of the game. He's in every scene. He's the only real "player character." He's a tough, strong, quiet type of hero. He's one part Kowalski (from vanishing point), one part Wolverine, a bit of El Mariachi, some Dirty Harry/Man with no name, and probably just a dash of batshit crazy LA gangsta chollo street kid. Ruben is a one man A-Team, just trying to get his work done when his conscious forces him to enact some western justice.

TROUBLE
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CHARACTERS OF NOTE

THE COSSACK

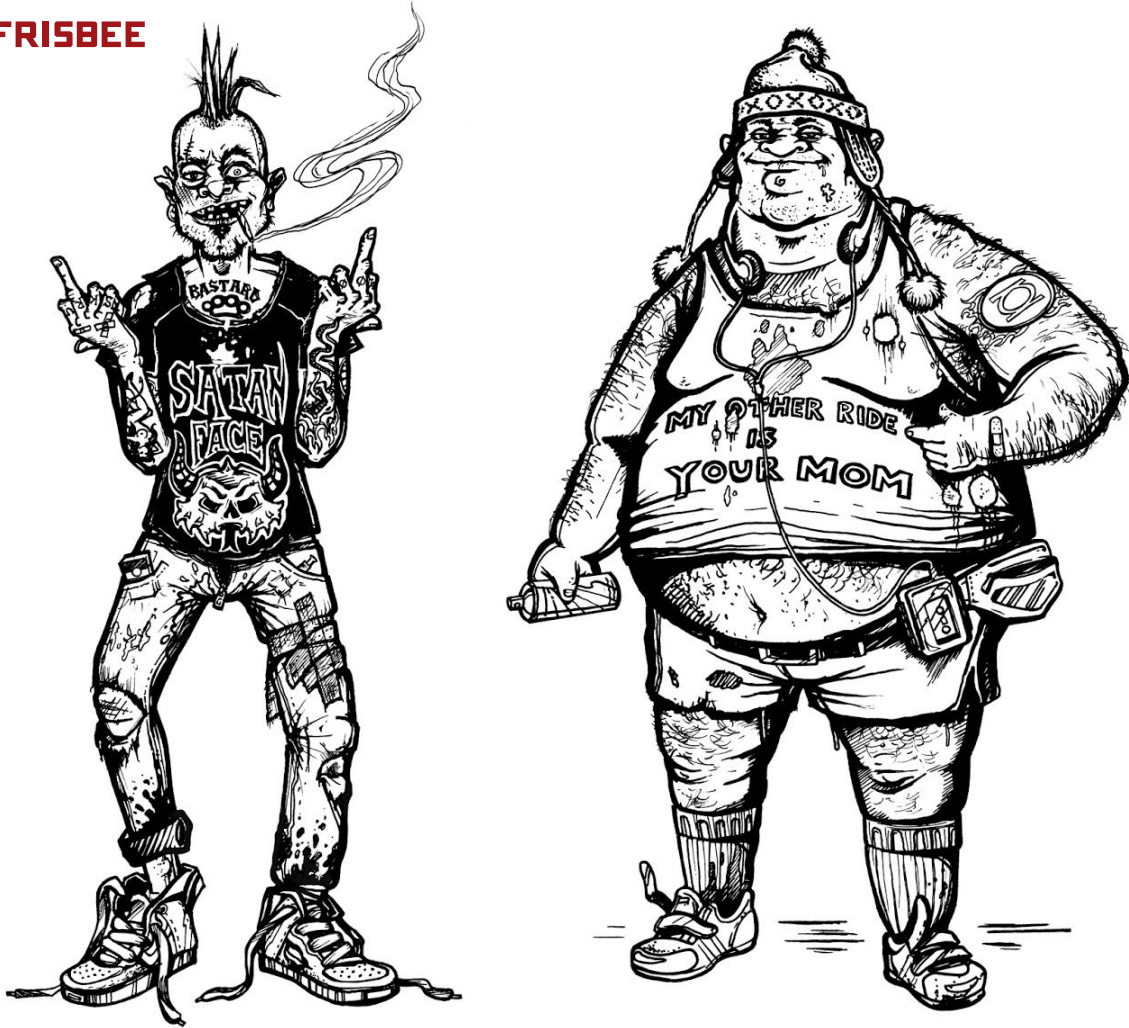


The Joker to Ruben's Batman, the Cossack is one of Trouble For Hire's big bad guys. He hates Ruben, but this hatred is rooted in his desire to BE Ruben, to replace him as the hardest, most badass driver in the west. The Cossack is independently wealthy a total thrill junky. Maybe he's ex Russian mob, or maybe he's just a freaky thug sociopath. He's a monster fully obsessed with his petty rivalries and vulgar black honor. The Cossack rides whatever the newest, fastest exotic sports car on the market (Bugatti Veyron SS? Koenigsegg CCX? Ferrari Enzo?). The Cossack has two emotional modes: creepy elation (he's a drunken wild-man with no regard for human life) or brutal obsessive rage (he HATES it when he loses, and Ruben always betters him).

TROUBLE
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CHARACTERS OF NOTE

CHEETO & FRISBEE



Drugged out man-children. Two loser meth-heads, they are small potatoes idiot criminals who can pop up all over the country. They play a comic relief role in the game, showing up and performing a comedy of errors. Sort of our crude mix of Bulk & Skull from power rangers, Shlubb and Klump from sin city, Rozenkrantz and Guildenstern, Beavis and Butthead. Sometimes these dudes help out Ruben if he can score them some horse or whatever it is they are bombing that week (coke and Viagra? Banana peels and Jenkem? Ayahuasca?) Cheeto and Frisbee always appear together. What if Napoleon Dynamite became a speed freak who worked the glory hole at an Idaho truck stop?

Frisbee is the fat one.

THE RIDER



There's a lot of "cool" stuff in this game world, usually Ruben is supposed to be the coolest because he is the vehicle the players have for experiencing the world. The Rider is cooler. A mix of Racer X (speed racer) and the biker from hell (Raising Arizona) with just a dash of Frazetta's Death Dealer. She's a battle scarred desert survivor. She mentors Ruben, but occasionally slams into him as a rival or downright threat. The rider likes Ruben and wants to see him succeed, but occasionally the rider's needs run counter to Ruben's and when that happens the shit hits the fan. Like Ra's Al Ghul, in Batman Begins, before he's revealed to be a totally nutzo super villain, you know Liam Neisen is up to something, that something is coming/could happen soon, but for the time being, everything's cool.

Ruben is a man at odds with society, he's trying to find his place in it but the world isn't interested in his kind anymore. The Rider has given up on society and exists completely outside of it. She's alien, removed from social norms and mores. She's totally independent, her motives are unknowable. She's sort of an alternate reality Ruben where his lifestyle has been turned up to 11. Most of the game is about the contrast between Ruben and society, the rider represents the deep end of the spectrum, how Ruben still has a way to fall before he's a total misanthrope.

Ruben Carlos Ruiz

A criminal,
A hero,
A man out of place in the world



THE SWITCH - Once Per turn you may change the role another player is playing. Choose a new role for this player from the unselected roles. The player gets any RPM that was stored on the role.

THE KICKS

WILD CARD

- 6 Kickback** - Gain the amount of RPM that was spent on the challenge.
- 5 Better Luck Next Time** - If the results die is 2 or less re-roll it and keep the new result.
- 4 From Adversity** - Create a new theme related to the circumstances of this challenge. Put 2 RPM on it.
- 3 Punishment** - Regardless of results, assign Ruben a consequence in this challenge
- 2 Fickle Fate** - If the results die is 4 or greater re-roll it and keep the new result
- 1 Reversal of Fortune** - The challenger gets back the amount of RPM they spend on the challenge

FIGHTING

- 6 Takedown** - Add 2 to the results die. The challenging player may not select the "bad to worse" or "critical injury" consequences in this challenge.
- 5 Scrappy as Hell** - Add 1 to the results die, or gain 2 RPM that cannot be used in this challenge.
- 4 Not His 1st Rodeo** - If the results die rolled 3 or less re-roll it and keep the new result
- 3 Lucky Shot** - the challenging player gets 1 RPM
- 2 Winded** - Ruben loses 1 RPM
- 1 K.O** - Ruben is out of the fight. In addition to any other consequences, he gets "broken + bloody"

THE CAR

- 6 Outrun** - If you succeed in your roll, you may immediately establish the location of the next scene. This move should be advantageous to Ruben.
- 5 5th Gear** - Either gain 2 RPM or move the progress tracker to the next checkpoint
- 4 Shift to Neutral** - No effect
- 3 Ka-boom!** - Something blows up, other cars, buildings, etc. Narrate in some serious explosions. Making explosion sound effects helps.
- 2 Blowout** - Subtract 1 from the results die.
- 1 Fiery wreck** - The car is totally destroyed. Ruben will have to use alternate vehicles for the rest of this adventure.

RESULTS

- 6** - succeed & gain 2 RPM
- 5** - succeed
- 4** - consequences
- 3** - consequences
- 2** - must spend at least 1 RPM to have a result.
- 1** - must spend at least 2 RPM to have a result.



Los Campanero

The sidekick,
The foil,
Ruben's right hand (whether he likes it or not)



Roleplay freely as the sidekick/foil



If the circumstances of a Challenge involves Los Campanero, Ruben's player may elect to use the Los Campanero Kicker. (see right)



KNOW IT ALL - Introduce a new fact or revelation about the current situation that Ruben was not aware of. This is a steadfast truth.

LOS CAMPANERO

- 6 Why I Keep You Around** - Los Campanero's actions save Ruben from disaster. Consider the results die as having rolled a 5.
- 5 Lucky Charm** - Los Campanero is a major help to Ruben. Add 1 to the results die. Both Ruben and Los Campanero gain 1 RPM.
- 4 Helping Hand** - Los Campanero helps in an unexpected way. Either Ruben gains 1 RPM or Los Campanero gains 1 RPM. Challenging player decides.
- 3 Liability** - Regardless of results, assign Ruben a consequence (in addition to any others earned)
- 2 Better Off Alone** - Los Campanero gets in the way. Either subtract 1 from the results die or Challenging player gains 1 RPM, Challenger decides.
- 1 Big Trouble** - Something really disastrous happens to Los Campanero, if "dramatic injury" consequence is unlocked, death is on the table.



Los Espectadores

Neither for you or against you;
everyone else in the world

0 Freely roleplay as unnamed or un-aligned characters in the scene. You also may assign another player at the table a character for this scene. The same player need not be assigned the same character every time they appear.

0 Establish a new theme based on dialogue spoken in this scene. Put 2 RPM on it.

2 **THE HAND OF THE PEOPLE** - Describe how others aid or hinder Reuben in a challenge. This gives him a +1 or a -1 to whatever die is assigned to results.

2 **THE CREATION OF MAN** - Introduce a new named character and make a card for them. Describe how they look and what they are like. This character may later become an opposition figure or a companion.

2 **MAN VS. SELF / SOCIETY** - When Reuben is challenged abstractly by other people (not the antagonist). Such as knowing about people, finding the right contacts, getting help, etc.

CONSEQUENCES

- **Broken + Bloody** - Injury to Ruben, the car, Los Campenero. Niggling and prominent.
- **Scene Crash** - Immediately change the scene location, move forward in time
- **Recurring Failure** - Create a theme based on Ruben's failures, mistakes, or errors in judgment. Put 2 RPM on it.
- **Curve in the Road** - Previous truth becomes false, or vice versa. Startling new info.
- **Bad To Worse** - Retry challenge, describe increased risk.
- **Critical Injury** - Ruben can be killed, maimed or taken off the table, potentially game ending.

The Editor

The way the DJ scratches a record
that's the editor with the story.

0 **THE RECAP** - Immediately following either a Scene Crash or at the start of a new turn (but only once per turn), recap what's happened in the game so far. Make it exciting, tell it like a movie. Gain 3 RPM

1 **THE INTERRUPTION** - jump in and speak a line of dialogue as any character (named or un-named) in the scene

2 **SOOTHSAID** - Jump ahead in the timeline and describe a scene that will eventually happen. This event doesn't need to actually occur during the course of the game. Or, jump back in time and show something relevant in the past that affects the current scene.

2 **CUTAWAY** - Describe a scene happening away from the main action. What else is happening in the world at this very moment? What's going on when Ruben's not around?

3 **CTL-Z** - After Ruben has assigned dice in a Challenge, force him to re-roll either one of them. Every player at the table gains 1 RPM



La Villanos

The bad guys,
Their henchmen and minions,
and all hell coming with them

0 Freely roleplay as any characters aligned against Ruben, named or un-named.

0 Create a new theme based on the action of the story. Put 3 RPM on it.

2 **COLLATERAL DAMAGE** - Describe the acts of the opposition or results of the opposition's actions/scene of the crime/calling card. Feel free to harm bystanders, damage the setting, or generally wreck house, as long as it happens "off camera."

3 **MAN VS. MAN** - The villain acts in direct opposition to Ruben. Consider: Races, gunfights, abductions, road battles, arguments, torture, etc.

CONSEQUENCES

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TROUBLE
FOR
HIRE

The Road Through The World

The clouds in the sky,
The dirt in the ground,
and things in between

TROUBLE
FOR
HIRE

0 Freely add details to any scene. Describe the setting, the scenery, the atmosphere.

0 Investing the future- when someone uses the last story point on a theme put 2 more on it. This can only be used once per game

0 Establish a theme. Put 3 RPM on it.

2 **THE WORLD KEEPS SPINNING** - Describe how the setting aids or hinders Reuben in a challenge. After Ruben assigns dice to results and the kicker, you may bump either roll up or down by one (a 5 becomes either a 4 or a 6, got it?)

3 **MAN VS. NATURE** - Reuben is challenged abstractly by the setting. Such as: overcoming physical obstacles, finding things, knowing facts about a location, dealing with weather complications, animal attacks, etc.

CONSEQUENCES

- **Broken + Bloody** - Injury to Ruben, the car, Los Campenero. Niggling and prominent.
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La Extraño

The strange,
unknowable,
weirdness of the universe

0 Freely narrate the weird or inexplicable. Don't just add some random shit though, have it imply greater meanings: refer to a Theme or reference a motif of the story.

2 **WHAT CAN'T HAPPEN, HAPPENS** - Add a supernatural element, event, or happening to the story. Ghosts, magical effects, bigfoots, etc. Things that defy the basic logic of the game in a way that is provocative and interesting. Tread carefully, madness is down this path.

2 **VISION QUEST** - describe a scene that is psychedelic or surreal. This could be the result of a drug trip, a dream sequence, a strange vision. It is not actually happening, but it could be symbolic of actual events. Feel free to go wild with this one; let the freak flags fly.

3 **MAN VS. THE UNKNOWN** - Ruben is challenged by some supernatural force or entity

CONSEQUENCES

- **Broken + Bloody** - Injury to Ruben, the car, Los Campenero. Niggling and prominent.
- **Scene Crash** - Immediately change the scene location, move forward in time
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**TROUBLE
FOR
HIRE**

The Rider

She is a woman
alone in the world,
and that's just how she likes it

0 Roleplay freely as The Rider

0 **THE CHOOSER** - If The Rider was present in a scene with a Challenge where Consequences are inflicted, The Rider chooses those Consequences

0 **LESSONS LEARNED** - Come up with a short phrase that describes a lesson Ruben has learned in the course of the game. Treat this like creating a theme. Place 2 RPM on it. This may only be played once per game.

3 **THE RIDER VS. RUBEN** - Ruben is challenged (perhaps explicitly) by The Rider

CONSEQUENCES

- **Broken + Bloody** - Injury to Ruben, the car, Los Campenero. Niggling and prominent.
- **Scene Crash** - Immediately change the scene location, move forward in time
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**TROUBLE
FOR
HIRE**

HAND THIS OUT FOR
GOOD STUFF



**TROUBLE
FOR
HIRE**

GREEN (verde)

worth 
(but you gotta spend 'em all at once
next chance you get)



**TROUBLE
FOR
HIRE**

YELLOW (amarillo)

pump your brakes, watch your mouth

HOLD THESE UP FOR
BAD STUFF



**TROUBLE
FOR
HIRE**

RED (rojo)

full stop
(no if, ands, or but)