

Death in the Fast Lane

Welcome to the world of Formula 17 racing – fast cars, big deals and bitter rivalries. Three races are all that remain of the current racing season – and with everything left to play for the championship is in turmoil. Jo Shooie, championship leader, has been murdered! Will the murderer be caught? Who will take the chequered flag and the Championship? Find out at *Death in the Fast Lane*.

In *Death in the Fast Lane*, the last three races of the current Formula 17 season will be played out over the course of a single evening. The characters include drivers, team owners and the chairperson of the Race Committee. However, not everyone is as they seem – some have dark secrets they need to keep hidden . . . and someone is the murderer.

All those invited to *Death in the Fast Lane* are given a character. As they arrive they are greeted by the Race Marshal, and welcomed to the races. Each character has goals and objectives that they must complete before the end of the season. The characters have various skills to help them win the races, and other abilities to help them uncover secrets and achieve their goals.

The players can form alliances, blackmail each other, steal items and maybe even try to run one another off the circuit. Along the way they may solve some of *Death in the Fast Lane's* mysteries. Who is having an affair? Who has renegotiated their contract? Who are the Three Tenors? Who will win the championship? And of course, who murdered Jo Shooie? Find out in *Death in the Fast Lane*.

Start Your Engines!

Welcome to *Death in the Fast Lane*

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Thank you for taking the time to download this document. Most of the information you need to hold *Death in the Fast Lane* is contained within a second file, for which you will have to pay. Before you do that, please check that your software is compatible by printing this section out.

What is included when you buy *Death in the Fast Lane*?

- Character sheets for each guest, including background, goals and objectives.
- A rule sheet for your guests.
- A step-by-step guide on how to run the game.
- A simple game for determining the outcome of the season's final races.

How does *Death in the Fast Lane* work?

Death in the Fast Lane has been written for 9 to 11 guests – plus the host or coordinator. The step-by-step guide explains which characters to omit should you have fewer than 11 guests (you do need at least 9, however). Here's how that works:

Number of guests	Male characters	Female characters	Characters that can be played by either sex
9	3	2	4
10	3	2	5
11	3	2	6

Death in the Fast Lane runs over the course of three or four hours and is particularly suited to a buffet meal. One person is the Host, and acts as organiser and coordinator, responsible for making sure everything runs smoothly and that all the guests have the information they need. They also act as referee should an impartial decision be required.

The guests will be involved with Formula 17 racing. They have their own goals and agendas, and how they choose to achieve those goals is entirely up to them. *Death in the Fast Lane* is an evening of blackmail and racing!

Who has taken part in *Death in the Fast Lane* before?

Death in the Fast Lane has been run on numerous occasions, usually with people with no previous knowledge of murder-mystery parties or events. It contains everything you need to run the game, but please don't think that you can download the game and let it run itself. The coordinator/Race Marshal will have to put some work to make it a real success.

Death in the Fast Lane

You are cordially invited to *Death in the Fast Lane*, an evening of murder, blackmail and racing to be held at

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on starting at

Setting

Welcome to the world of Formula 17 racing – fast cars, big deals and bitter rivalries. Three races are all that remain of the current racing season – and everything is left to play for. Who will take the chequered flag and the Championship? Find out at *Death in the Fast Lane*.

Your Character

Your character, the person you will be playing, is indicated below along with enough brief details for you to dress for the part. You will receive more background information, your character's detailed goals, simple rules and some cool abilities on the day.

The Cast

Sam Chelsea: owner of Team Chelsea.

Andy Davis: Team McDonald's replacement driver.

Mike Hacker: Team Picard's #1 driver.

Alex Kirk: Team Picard's #2 driver.

Pat McDonald: owner of Team McDonald.

Jac Noir: Team McDonald's #2 driver.

Jean Picard: owner of Team Picard.

Marc Pizzt: Team Chelsea's #1 driver.

Wendy Shooie: Team Chelsea's #2 driver.

Michaela Sprint: Chairperson of the Race Committee.

Mel Watson: Michaela Sprint's assistant.

Pit Lane

gossip from the pits

Wales

This issue of the Pit Lane newsletter brought to you by close-harmony singing as we approach the excitement of the Welsh Grand Prix. Only three races left in the season, and everything to race for!

Murder!

Accident Investigators have now confirmed that Jo Shooie's fatal crash in Peru last week was no accident! The brake cables in her car had been sabotaged – which means that it's a murder investigation now. Security has been tightened up and the Race Committee has begun an investigation.

Chelsea's Doldrums

Engineers at Team Chelsea's headquarters have been busy trying to prevent the drastic mechanical failure that forced both their cars into early retirement in Peru last week.

Marc Pizzt and Wendy Shooie will be hoping for a return to Team Chelsea's usual form and the mechanical reliability they have come to expect.

Exchanging Contracts

It's getting late in the season and there are still contracts up for renewal. Pat McDonald should be particularly worried with two drivers to sign. Andy Davis, who steps into Jo Shooie's shoes will be particularly keen to impress McDonald.

Elsewhere Marc Pizzt's contract expires with Team Chelsea this year. If the Chelsea cars' reliability doesn't improve over the next

couple of races he might be forgiven for looking elsewhere. Meanwhile, Alex Kirk, Team Picard's number two driver is also in contract negotiations. Rumour has it that Kirk would like to be number one...

Points Points Points

Mike Hacker notched up his eighth career win last week in Peru and sped into second place. With only three races to go (Wales, Iceland and Mongolia), the Driver's Championship looks like this:

#	Name	Points	Career Wins
1	Shooie, J	51	9
2	Pizzt, M	41	14
3	Hacker, M	38	8
4	Kirk, A	20	2
5=	Noir, J	17	7
5=	Shooie, W	17	0
7	Davis, A	0	0

With Jo now out of the race, it looks like a battle between Pizzt and new boy Hacker. Meanwhile, the Constructor's Championship is still wide open.

#	Name	Points
1	McDonald	68
2=	Chelsea	58
2=	Picard	58

Rumours

Unsubstantiated gossip picked up in the pit lane...

- Is that romance in the air?
- Why has Jean Picard been looking so glum lately? Surely it's not the team's performance?
- Will the Three Tenors be singing at the Welsh Grand Prix?

Cast List

Team McDonald

- **Pat McDonald:** Team McDonald's owner and leader. Team McDonald is currently leading the Constructors' Championship with 68 points.
- **Andy Davis:** Team McDonald's test driver, Andy is replacing murdered Jo Shooie until the end of the season.
- **Jac Noir:** Team McDonald's #2 driver and currently equal fifth in the championship. Jac's contract is currently up for renewal.

Team Chelsea

- **Sam Chelsea:** Team Chelsea's owner. Currently equal second in the Constructors' Championship.
- **Marc Pizzt:** Team Chelsea's #1 driver and currently second in the championship. Marc's contract is currently up for renewal.
- **Wendy Shooie:** Younger sister of the murdered Jo, Wendy is Team Chelsea's #2 driver and is currently equal fifth in the championship. She has failed to finish her last two races, suffering mechanical failure in the last race and crashing out the race before.

Team Picard

- **Jean Picard:** Owner of Team Picard and currently equal second in the Constructors' Championship.
- **Mike Hacker:** Team Picard's #1 driver and a bit of a dark horse. This is Mike's first full season and he is already proving himself a talented driver. Recently married a beautiful model.
- **Alex Kirk:** Team Picard's #2 driver and currently fourth in the championship. Alex's contract is currently up for renewal.

And finally...

- **Michaela Sprint:** Chairperson of the Race Committee, Formula 17's governing body.
- **Mel Watson:** Michaela's keen assistant.

Costume Tips

- Teams should choose their team colours in advance and dress accordingly. Baseball caps are appropriate.
- Michaela Sprint and Mel Watson should dress smart.

An Introduction to *Death in the Fast Lane*

Forget who, when and where you are – and join other competitors in Formula 17 for an evening of murder, blackmail and high-octane racing!

In *Death in the Fast Lane* you and the other guests will take on the roles of characters involved in Formula 17 racing. You might be one of the drivers, a team owner or the Chairperson of the Race Committee. And someone will be the murderer! You will be provided with background details for your character explaining who they are, along with information on other players and goals for you to achieve.

How do I play?

Playing *Death in the Fast Lane* is a little like starring in your own movie – although how your movie ends depends on you and the other guests. There is no predetermined script – how you decide to tackle your goals is entirely up to you.

The most important skill in *Death in the Fast Lane* is the ability to hold a conversation. You will need to talk to the other players to find out who they are and whether they will help or oppose you. Some of the characters you may know a little about already, but some will be unknown to you.

Information is the key to achieving your objectives in *Death in the Fast Lane*, so you should aim to talk to everyone. Of course, you may need to reveal information known only to you in order to get information from another player.

You will also have a number of abilities that give you an advantage against other characters in certain situations. The other players also have abilities that they may use against you!

Rules and the Race Marshal

Death in the Fast Lane has a few simple rules, but the Marshal (the host) usually oversees these. The Marshal is neutral, and is there to ensure that *Death in the Fast Lane* runs smoothly and that everyone has a good time. If you have any questions about *Death in the Fast Lane*, you should first consult the Marshal.

And Finally

Have fun!

Playing *Death in the Fast Lane*

If you've not played a Freeform Games murder mystery game before, you might not be familiar with how they are played. Our games are different from most other murder mysteries – so you might want to review these guidelines first.

Death in the Fast Lane is completely interactive. You decide who to talk to and when. You also decide what you will tell them, and whether you tell them the truth or not. Of course, that goes for everyone else in the game as well...

In *Death in the Fast Lane* you will pretend to be someone else (your character) in a fictional setting (the world of Formula 17 racing). You will meet and interact with other characters and everyone will be trying to achieve their own goals. We don't provide a script – it's all up to you.

Here are several tips to help you enjoy *Death in the Fast Lane*:

- **Three basic attributes:** Playing *Death in the Fast Lane* requires just three basic skills - a sense of fun, an ability to strike up a conversation with another person, and the willingness to pretend to be someone else for an evening. If you can do that, you should have no trouble!
- **Dress the part:** You will receive information, including costume tips, about your character beforehand. A good costume can help you get into the spirit of the game, and also means that you will be in lots of photographs.
- **Read your character sheet:** Your character sheet explains who you are, who you know and what your objectives are. However, your character sheet describes what your character *believes*, but that might not necessarily be true! Keep your character sheet handy as you may need to refer to it during the evening.
- **Your Goals:** Your goals describe the objectives that your character is trying to achieve during *Death in the Fast Lane*. You should attempt every goal – although it is unlikely you will achieve them all (as other characters may be trying to oppose you).
- **Read your character sheet again:** This time, think about your goals. You should also take note of other characters – you will probably need to speak to them sooner rather than later.
- **Introduce yourself:** In *Death in the Fast Lane* you will need to talk to people whilst pretending to be your character. The easiest way is to introduce yourself to someone as your character. If you don't know anything about them you can ask who they are and why they are here. If you do know something already (you may have information on your character sheet, or someone else has already told you something about them) then you can ask them about that.
- **Tips for beginners:** We provide tips for people who haven't played our games before. These give you a couple of ideas of things you should do at the start of the game. The tips are optional, but may help you get started.
- **Find your friends and enemies:** In *Death in the Fast Lane* there are those who will help you, and those who will oppose you. It's important to find both – although to get your friends to help you, you may have to help them in return.
- **Ability cards:** You will have special ability cards that you can use to help achieve your goals. The cards are self-explanatory and generally have a limited number of uses. You may need to think carefully about who you want to play them on.
- **The Host:** Ideally, you shouldn't need the Host (the Race Marshal) to achieve your goals – most can be achieved by talking and negotiating with the other characters. You should consult the Host if you have a question about the rules, but you certainly shouldn't ask for help in solving your goals as they are up to you!
- **Act the part:** Don't start talking about football or movies or anything else that isn't part of *Death in the Fast Lane*. It's more fun if everyone tries to maintain the illusion that you're Formula 17 racers.
- **Read your character sheet yet again:** If you find yourself at a loose end, find a quiet place and re-read your character sheet. You may find that there's someone you haven't spoken to yet, or something you need to do.
- **Jo Shooie's Murder:** Who murdered Jo Shooie? Finding out is a matter of talking to people and picking up the clues.
- **Finally:** Remember that the most important thing is to have a good time!

THANK YOU for getting this far. Now please buy the game!

Death in the Fast Lane is available from anywhere in the world for £20.00 (UK pounds). As soon as we receive notice of your payment, we will send you the passwords and location of the main pdf files, which will enable you to download the game.

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- The game is copyright Freeform Games LLP.
- Our contract is governed by English law.

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We sell **games** - they're meant to be fun. Our games sometimes include rules allowing characters to stab, poison or shoot each other. We provide safe rules covering such acts and do not suggest or condone the use of real implements when the games are played. You are responsible for running the game - if you, or any of your players, choose not to use the rules we provide, you have sole responsibility for the consequences that may follow.