

THE GREAT RACE



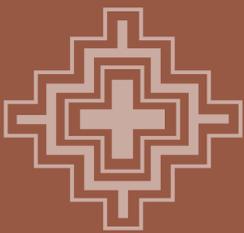
AFRICA



SOUTH AMERICA



ASIA



USA

RULES

THE GREAT RACE

Texte by
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Pauline Lelievre

Welcome to the STORY module of the game «the Great Race». Select the map on which you play your game (Africa, South America, Asia or USA). Each time you enter a tile with the danger or stop symbol, select the corresponding tile on your device and read the preamble aloud, then choose one of the three available choices and read aloud the effects of your choice and follow the indications that are mentioned.



For tiles with the danger symbol, one of the three available choices will always be to use an assistant or an escort card to prevent the danger. As in the classic rule, if you can't do this you lose 2 mechanics. You will be able to retrieve the animal symbol you encountered regardless of the outcome of your choice with the zoology module.



The GUIDE cards allow you to ignore a STOP symbol as soon as it is represented on a choice. The geology module only applies if the STOP symbol is present, if the instructions tell you to continue you don't gain any geology cards.



If you are asked to draw a new tile, you first apply the effects of the active tile and then the effects of the new drawn tile. If you cannot fulfill the effects of the new tile you return to the previous tile and your turn ends.





Terror in the bush

The high grasses of the savannah surround you up to man's height. For a moment, you see a lioness advancing in parallel, then another one... no doubt you are part of a hunt of which you are the game! The lions seem to be very numerous and the fear gains your crew. What to do?

Will you use a security guard assistant or a militia card?

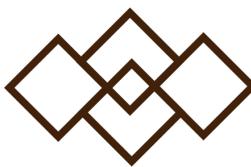
Will you accelerate?

Will you turn back?

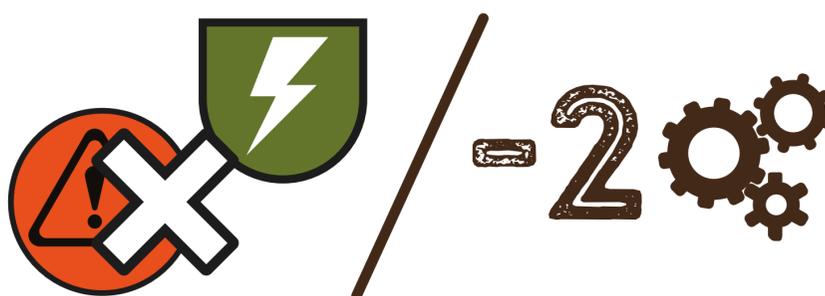


Terror in the bush

Your man-at-arms is a keen sleuth who knows how to deal with the beasts. A few shots in the air at regular intervals are enough to discourage the lions. The hunt is over, and you can go on your way.



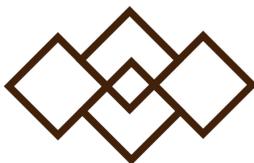
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**





Terror in the bush

We have no time to lose. The shortest way, it is the straight line. We accelerate at full speed but the autochenille is not a vehicle fast enough to outrun the beasts. The mechanics are put to the test and your fuel level drops dangerously! The beasts follow your vehicle for a long time then run out of steam and give up the pursuit.



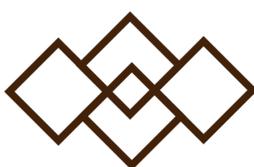
You lose 1 petrol or 1 mechanic of your choice.



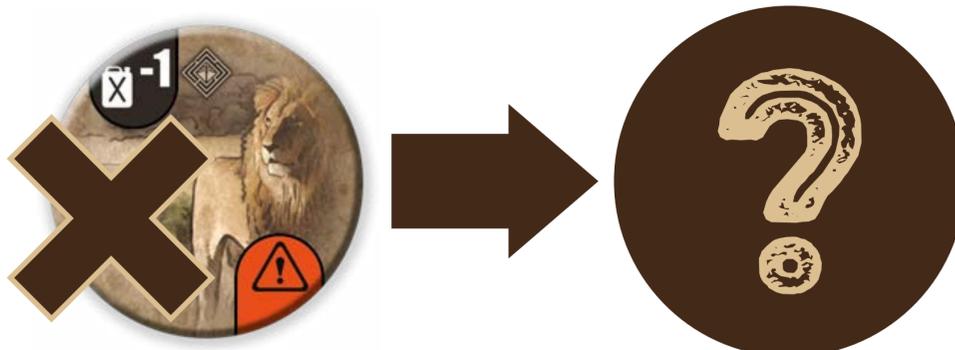


Terror in the bush

You are respectful of the lions' territory and choose to turn back. The lions abandon their pursuit at the edge of their territory. Now you have to find another route...



Draw a new tile at random from the bag and replace it by discarding the «Lion» tile. You suffer the events of the new tile.





The bush tank

You progress in the high grass and you see in front of you a fearsome black rhinoceros. It is a very territorial animal that does not accept intruders in its zone. He is in the middle of the trail and has no intention of moving! The animal is more mobile than you. If it decides to charge, he can do a lot of damage. What should you do?

Will you use a security guard assistant or a militia card?

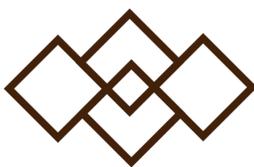
Are you bypassing the animal?

Let's go!

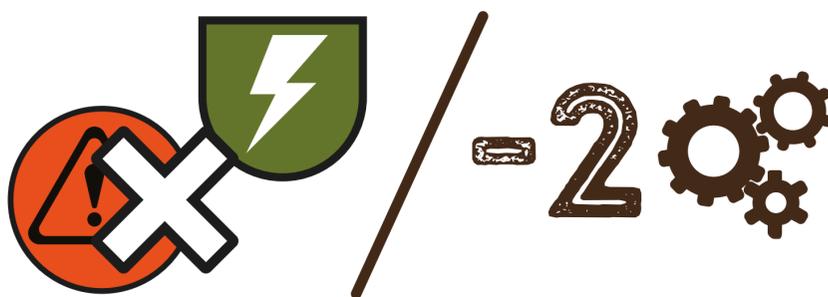


The bush tank

The local Akanigui tribe knows this solitary rhino. It is revered as a deity. You ask them for help through one of your assistants who speaks the dialect. The Akanigui warriors scare the animal away with traditional drums while preserving the animal, allowing you to continue on your way unhindered.



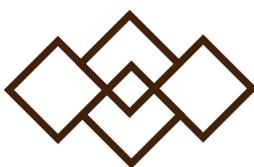
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**



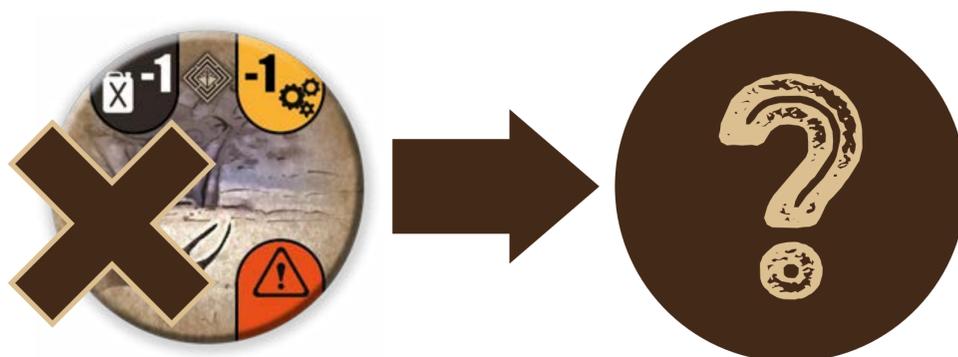


The bush tank

You decide to go around the animal, eager to respect the territory of this sacred animal. Unfortunately its territory is vast! You pass through a chaotic path, smoothly, out to sea. It's quite a detour!



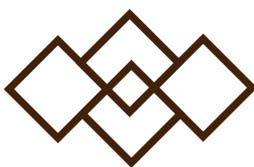
You draw a new tile at random from the bag and replace it by discarding the «Rhinoceros» tile. You suffer the events of the new tile.



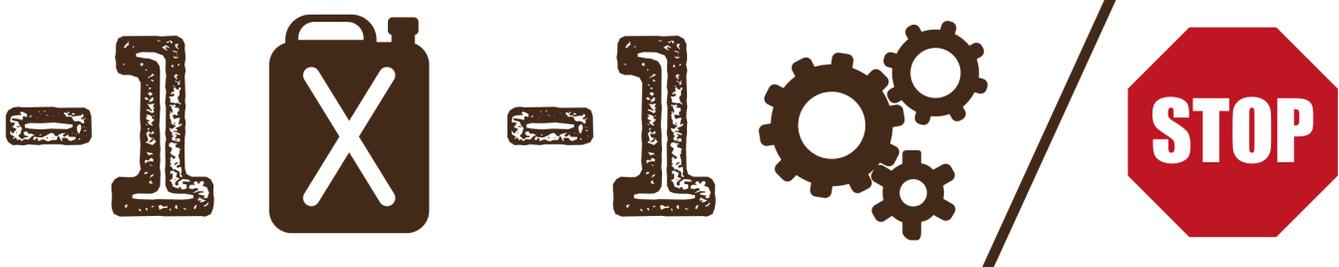


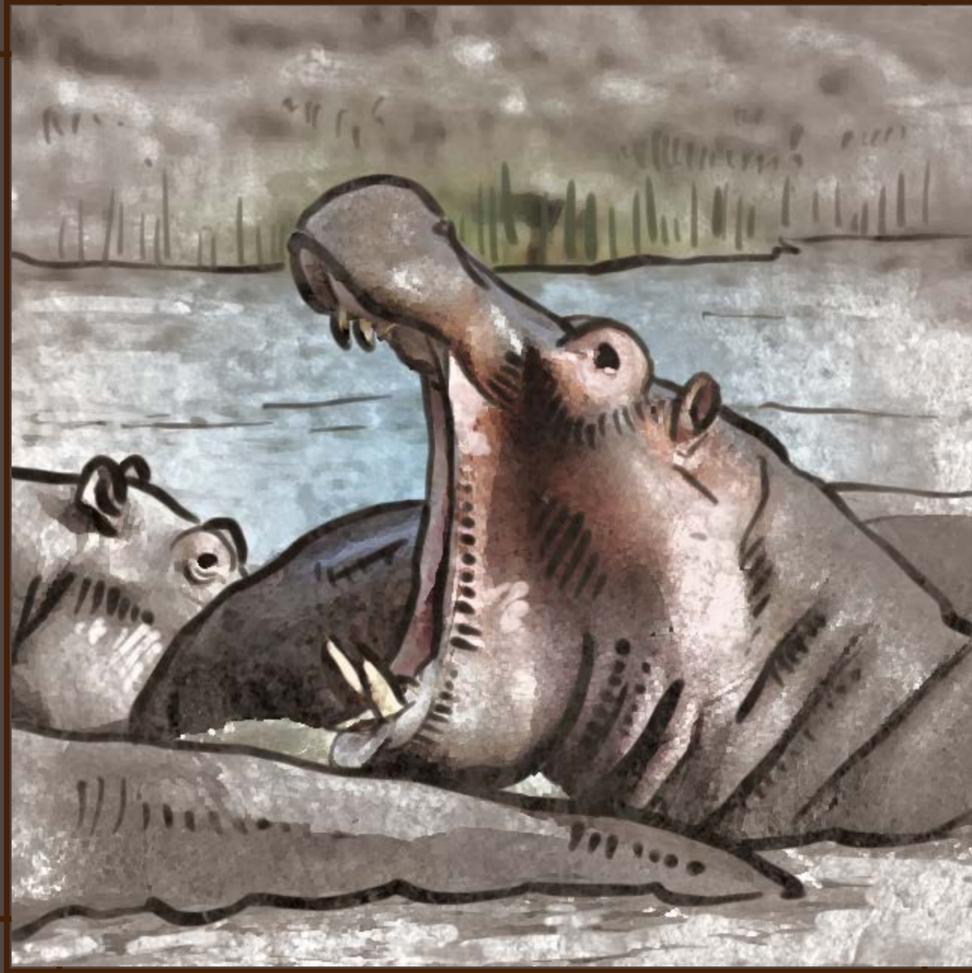
The bush tank

No time to lose! You move forward in successive charges, in the direction of the wind, making the engine roar. You strain the mechanics but the noise and the smell of the petrololine disturbs the animal which, finally, runs away in the savanna.



You can continue your journey but you have lost 1 petrol and 1 mechanic. If you can't, your journey ends here.





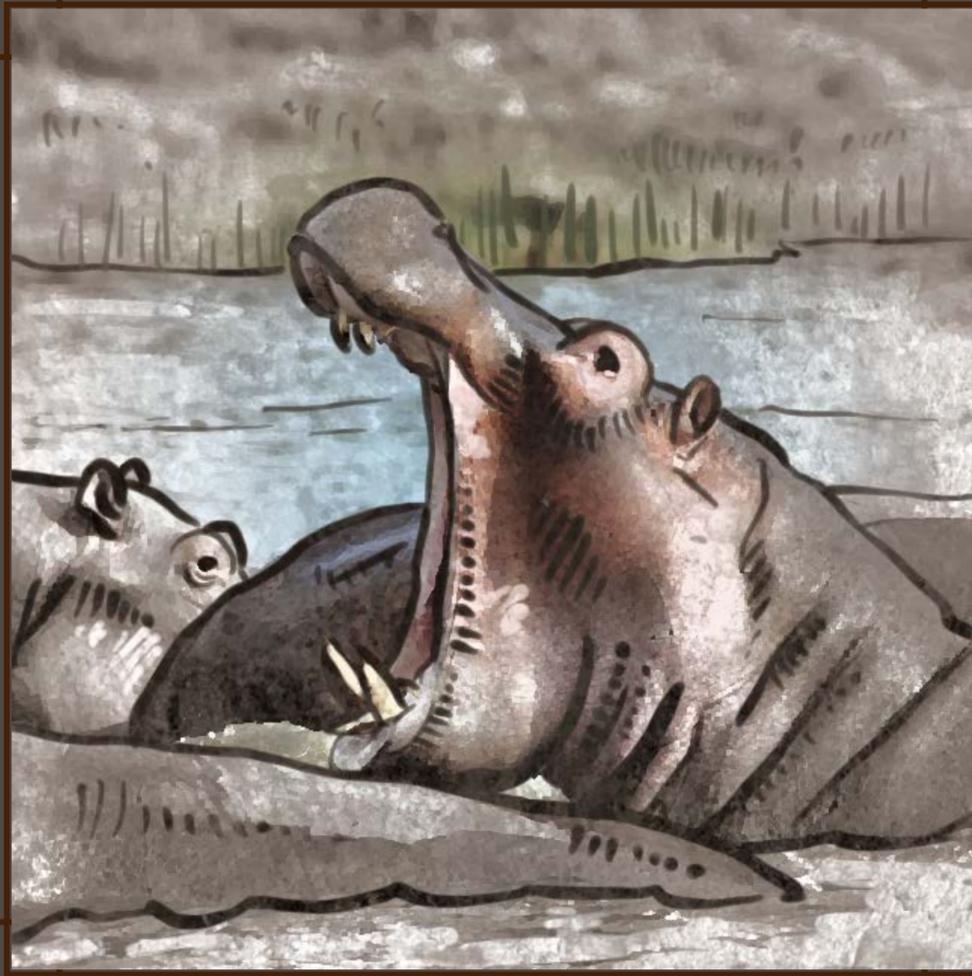
Placid but lethal

The hippopotamus is a placid-looking animal! However, in a herd, in its liquid environment, it is particularly dangerous. It is as agile on land as in water. It has never been domesticated by man because it does not tolerate intrusion on its territory. To pass in the middle of the herd, it is thus to take the risk of to be charged on a vehicle that will be immobilized. As the head of your team, you have to make choices! Everyone depends on your decision!

Will you use a security guard assistant or a militia card?

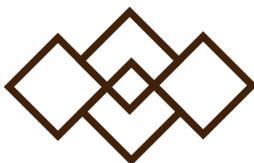
No ford, you have to go around the herd?

Wait for the herd to move

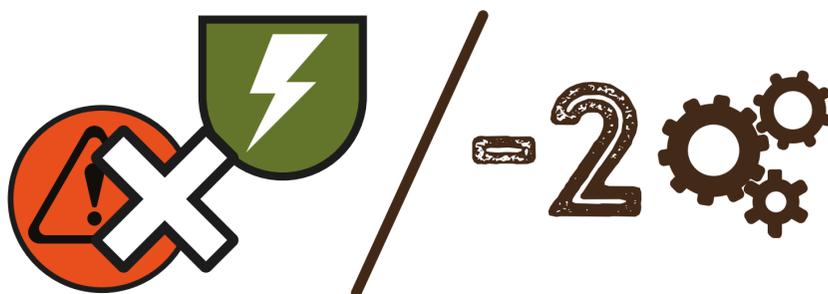


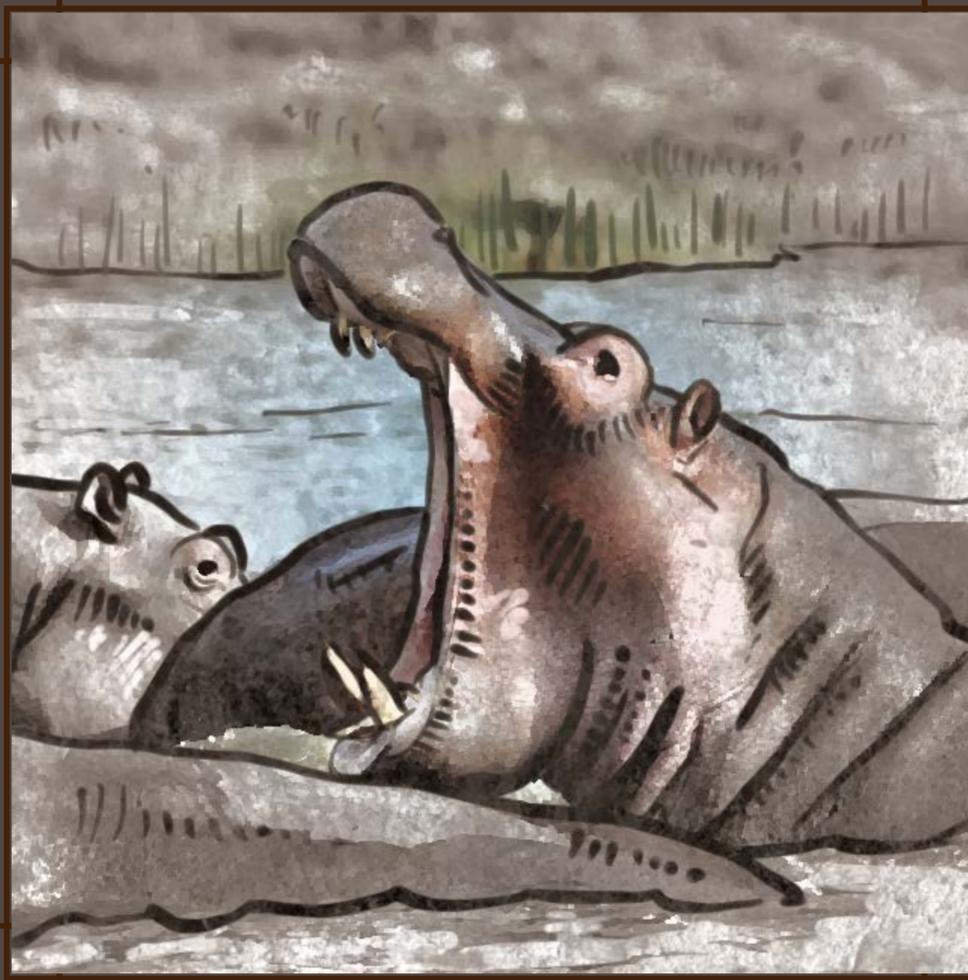
Placid but lethal

You look for another free passage. A few meters from your position, an assistant finds a ford out of sight of the herd. You position a to support you and you cross under the placid but vigilant gaze of the hippos.



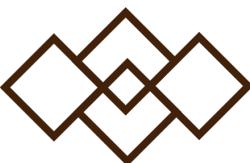
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**



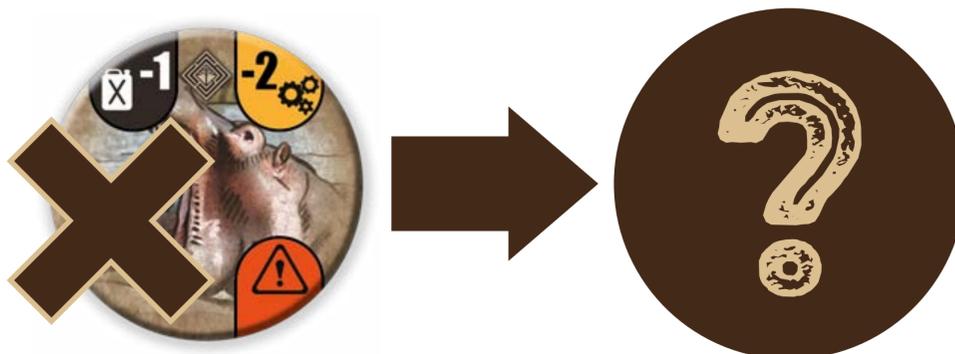


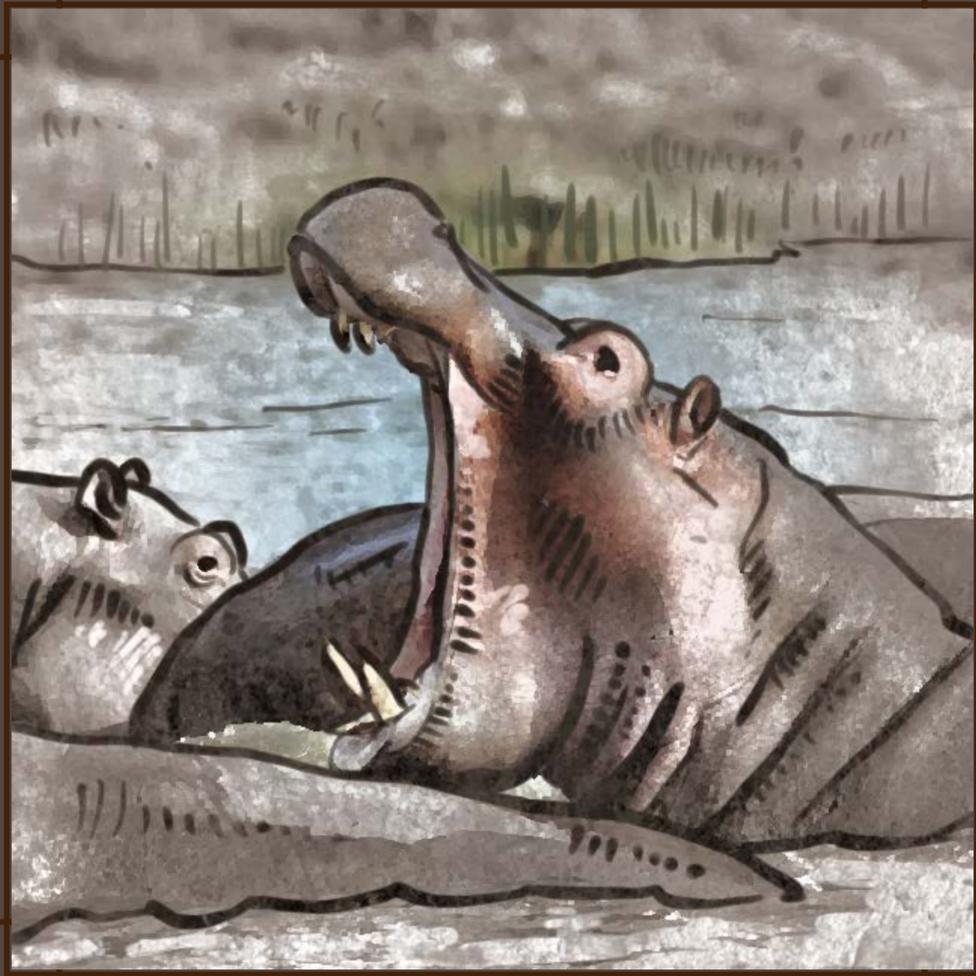
Placid but lethal

You can look with binoculars, but there is no accessible passage accessible, for miles around. You decide to bypass this herd by going to look for a ford under the advice of the Ankwé tribe who live on the banks of the river.



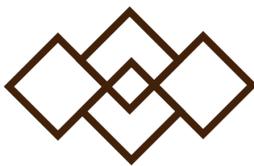
You draw a new tile at random from the bag and replace it by discarding the «Hippopotamus» tile. You suffer the events of the new tile.



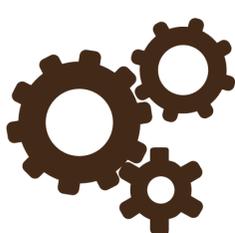


Placid but lethal

You run out of time before nightfall and you lose patience. You decide to pass, a little downstream of the herd. Two hippos are charging and causing some scares! There is some damage but you are on the other side.



You can continue but you have lost 1 petrol and 2 mechanics. If you can't, your journey stops here.

-1  -2  / 



Creeping death

While one of your teams is leading the way with a machete in this virgin forest, suddenly, in front of them, on the trail, two black Mambas. Their bites are deadly in a few minutes and they have the and they have the particularity to defend their territory. The mamba does not flee from man. Already, these two reptiles stand up, threatening, and move towards the vehicle!

Allez-vous utiliser une escorte ?

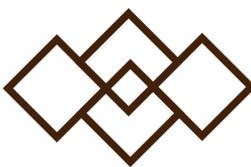
Courage, nothing can stop us!

Be careful, let's go back!

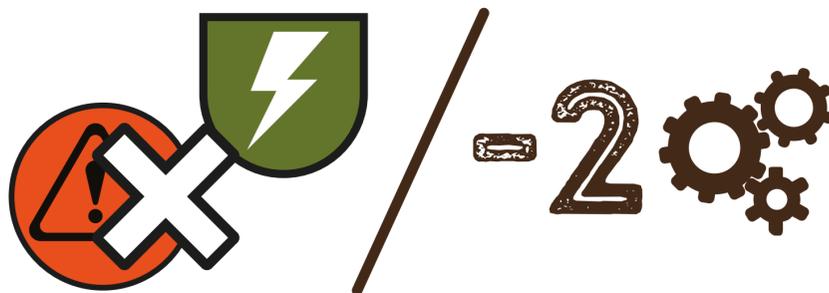


Creeping death

Your naturalist specialist knows how to deal with reptiles and will capture them and release them further into the forest after collecting venom for study.



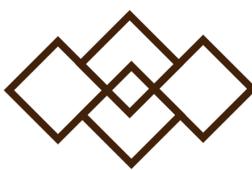
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**





Creeping death

One member has an idea. He soaks rags with oil and petrololine and wraps them around a stick. The whole group does the same. When lit, the sticks are brandished by the members of the expedition. The two snakes leave the track and disappear in the vegetation.



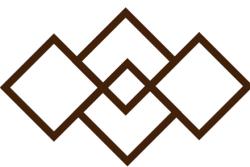
You lose two petrols but you can continue your journey. If you can't, your journey stops here.



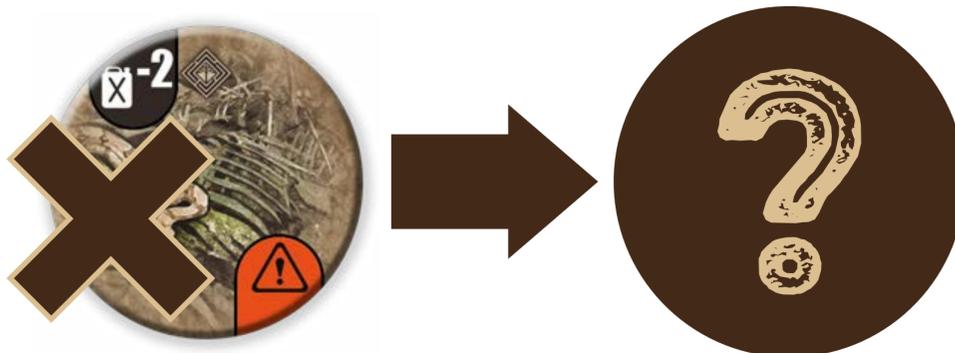


Creeping death

The sight of snakes terrorizes your crew and no one wants to take the risk of ending their days under the effect of a lightning venom! You decide to turn back, it's safer.



You draw a new tile at random from the bag and replace it by discarding the «Snake» tile. You suffer the events of the new tile.





The law of number

It's stifling hot. The petrololine evaporates when the carburetors arrive. This over-consumption becomes a problem. As you arrive on a plateau overlooking a vast plain, you discover a gathering of Blue Wildebeest. At sight, there are more than 300 animals! It is the mass that is dangerous. Impossible to pass through without taking a huge risk of collision. What decision to take?

Will you use a security guard assistant or a militia card?

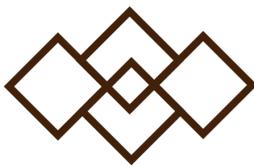
The fire will scare them away!

Will you wait for the herd to leave?

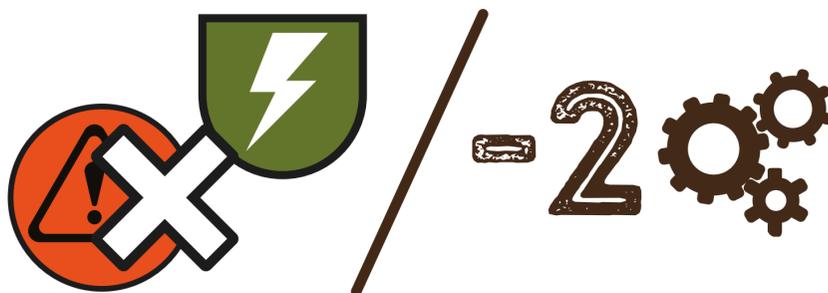


The law of number

You send your vehicle through the herd. One of your assistants fires shots in the air. The first mammals leave in the opposite direction to your direction of travel, then the whole herd quickly runs away! The way is clear.



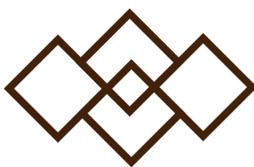
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**



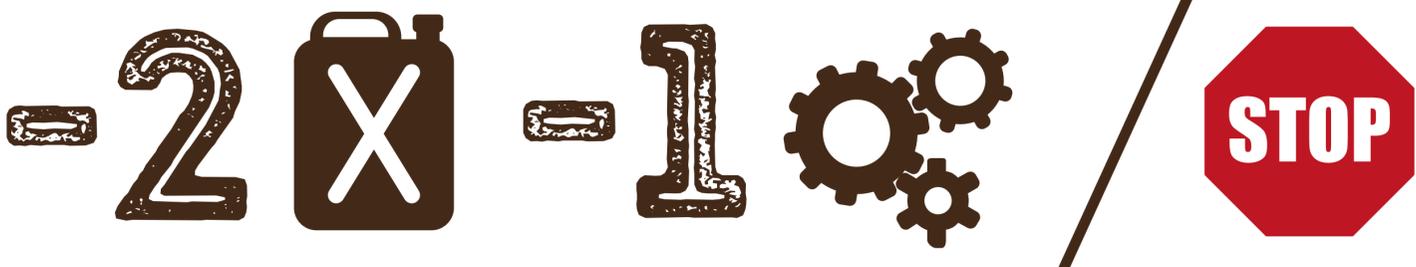


The law of number

Your vehicle slowly moves towards the front of the herd. One of your assistants spreads petrololine on a line to create a wall of flame. The operation proves to be effective but soon the danger is no longer from the herd but rather from the fire! You push your engine to its limits to avoid the fire you have started. It feels like a fire...



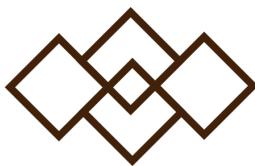
You lose 2 petrols and 1 mechanical. If you can't, your journey stops here.





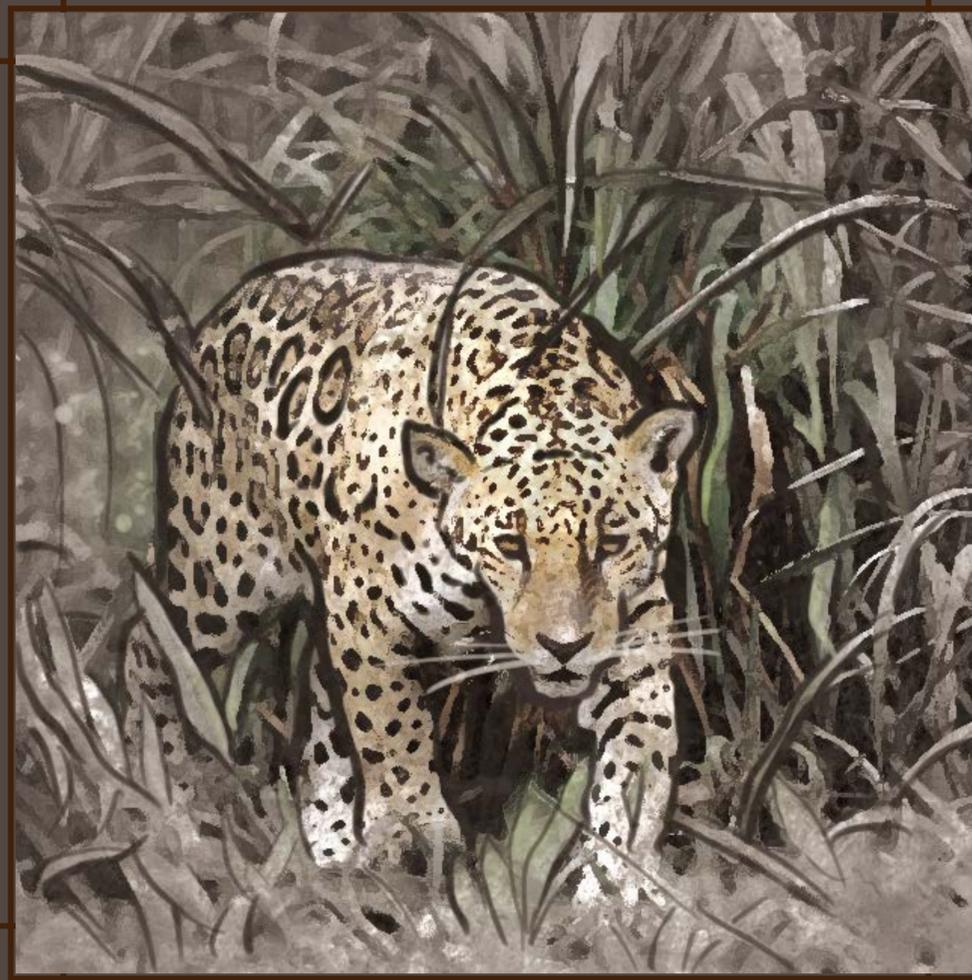
The law of number

You have a head start and decide to enjoy the show. The artist of your group takes the opportunity to fix the show by making unforgettable sketches.



You get 1 petrol back but your tour stops there (no use of vehicles in the stifling heat of this day, so no evaporation leading to overconsumption).





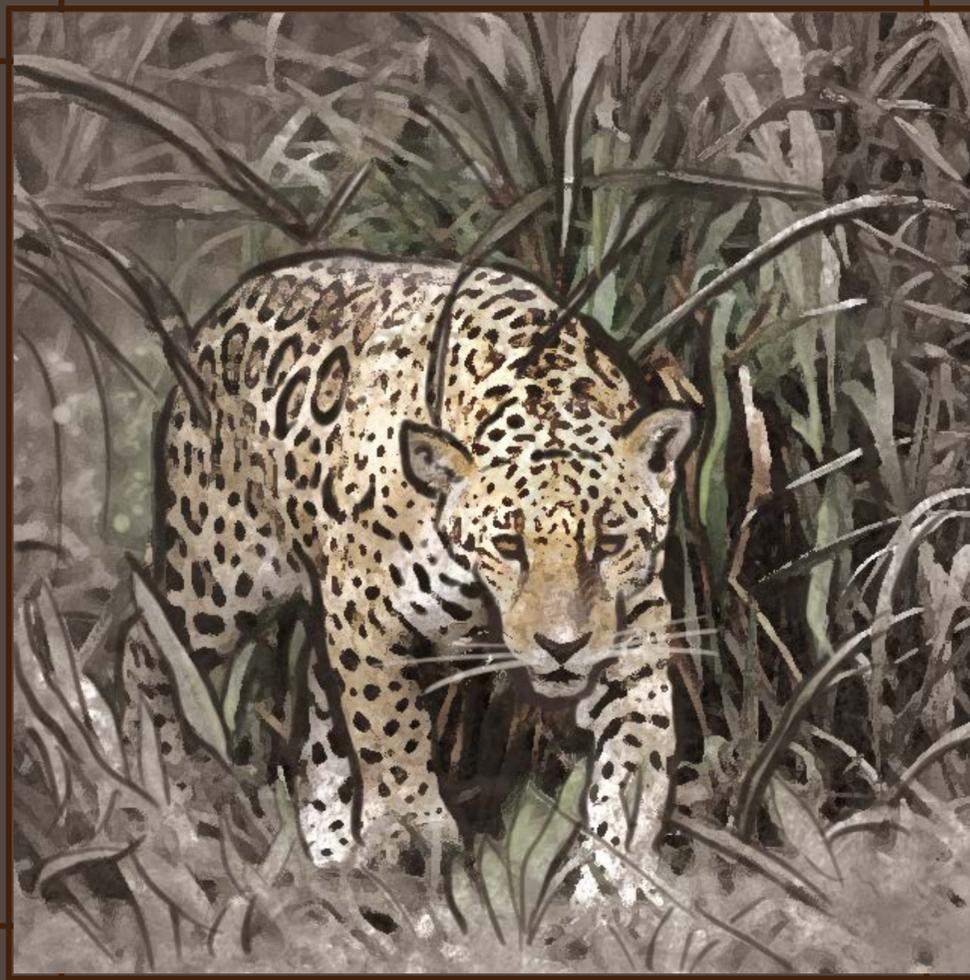
King of the African plains

You are in the Anyoto territory. The tribal chiefs use the leopard's skin to make ornaments and to gain its power and discretion. You hear the growl of a leopard in the thick vegetation. This animal is revered. If you kill it, you'll be in big trouble with the leopard-man tribe. What will you decide?

Will you use a security guard assistant or a militia card?

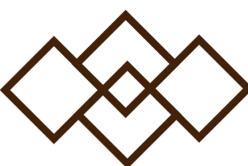
It is not the little beast that will stop the big ones?

Will you rely on the local tribe?

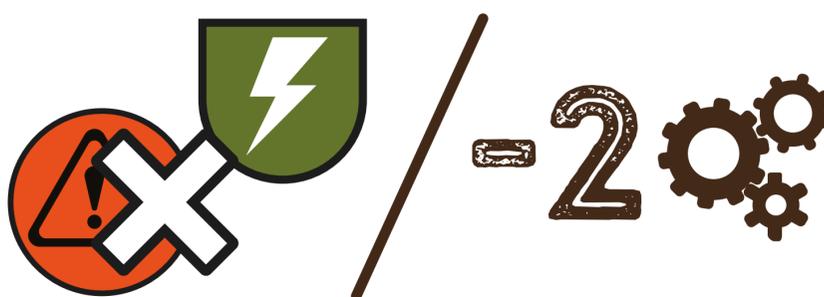


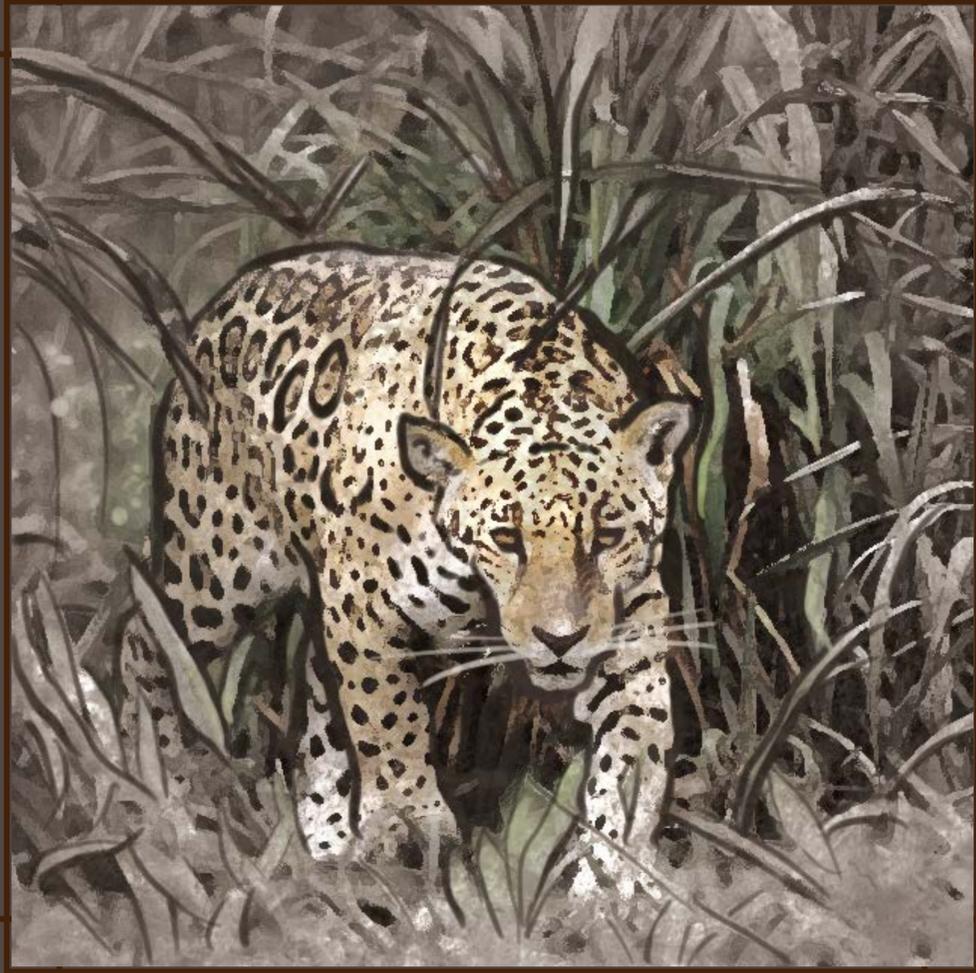
King of the African plains

One of your assistants contacts the tribe of leopard men. He obtains the information that the feline which is in the vicinity of this track, is currently in a tree with its prey which it has just hunted. We can thus engage, without risk.



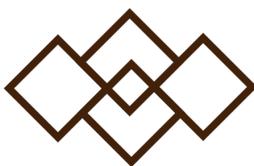
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**





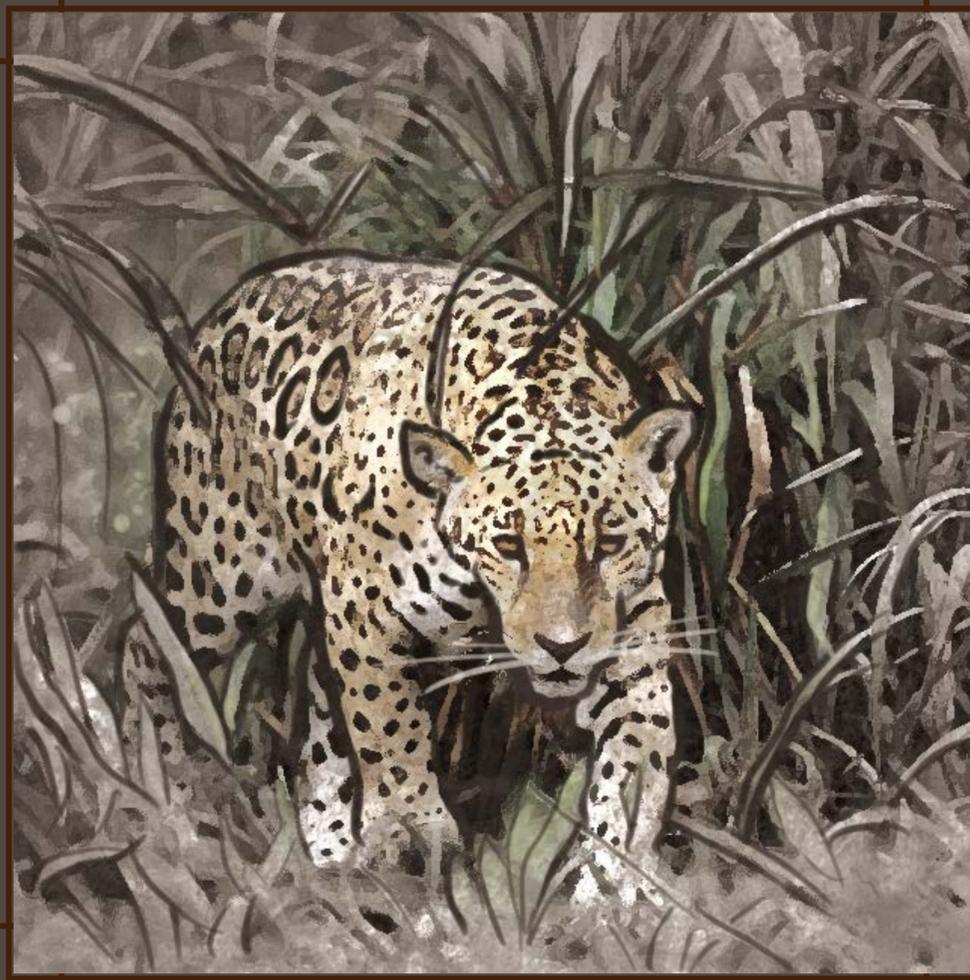
King of the African plains

You have wasted enough time and, despite the recommendations of the anyoto tribe, you decide to force fate by using the full power of your machines. You are off-roading. There may be some breakage!



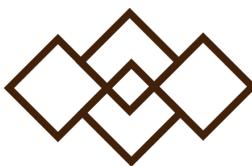
You lose 2 petrols and 2 mechanics. If you can't, your journey ends here.



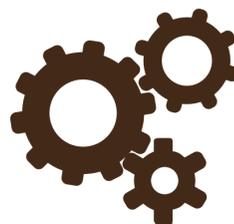


King of the African plains

You stay in the middle of the tribe of leopard men, waiting for their decision to protect the area. You take the opportunity to dismantle and clean the vehicles. The tribe gives you some mechanical parts which come from an airmail plane which crashed on their territory, some months earlier.



You get 1 mechanical part and your turn stops there.





The elements are unleashed

During the night, the torrential rains have transformed a peaceful river into an impetuous river. It is, in the state, impossible to cross. The chief of the Bakwe-ri tribe shares his concerns with you. Before, there was a bridge but it was destroyed during a flood. It would be necessary to remake one, but more in height. Are you going to help, wait for the flood and lose time, or turn back?

You decide to wait for the recession?

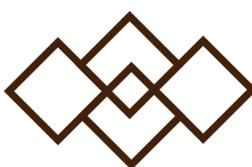
Looking for another crossing?

You decide to build a bridge?



The elements are unleashed

You are demoralized and everyone is tired. Your vehicle is covered with mud. You set up the bivouac in the middle of the jungle and decide to wait for the flooding. A good opportunity to recover your strength and to clean your vehicle.



Your drive action stops here for this turn.



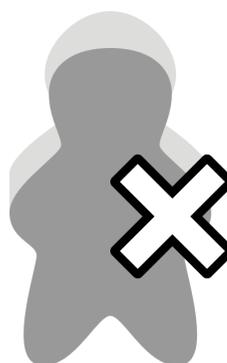
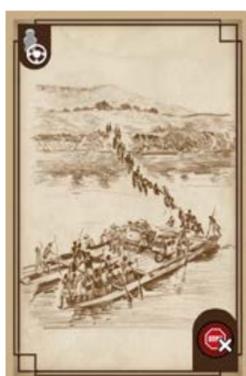


The elements are unleashed

You decide to look for another passage. Your vehicle is momentarily stopped. You use a guide from the local tribe who shows you a long mound that has not been submerged by the waters.



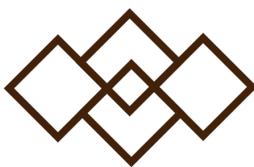
Use 1 guide card or discard 1 helper to continue your progress, otherwise your turn ends here.





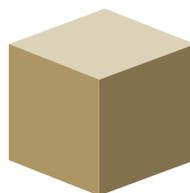
The elements are unleashed

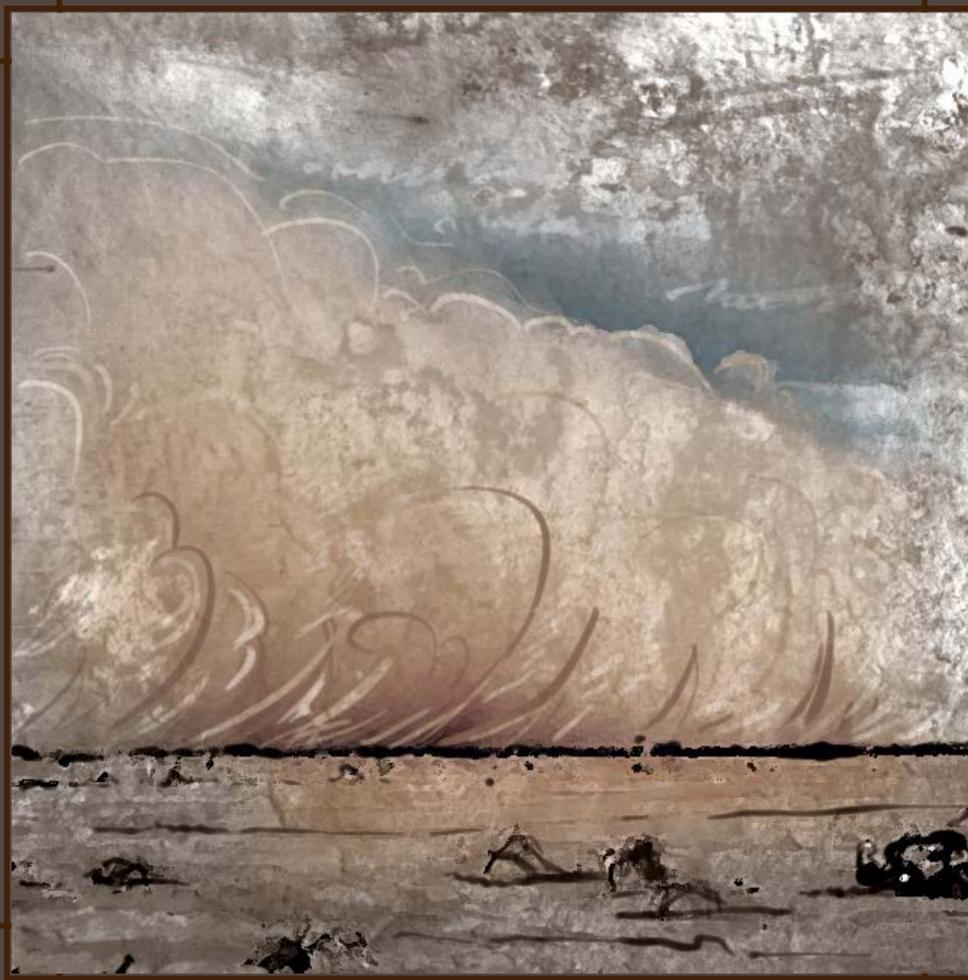
You use your civil engineering specialist. You build the destroyed bridge with salvaged elements. You lose an assistant and your turn stops but at the end you receive from the tribal chief, a 40 carat diamond (Gold Cube).



Your turn ends here

If you bring this cube to the finish line, you gain 5 VP.





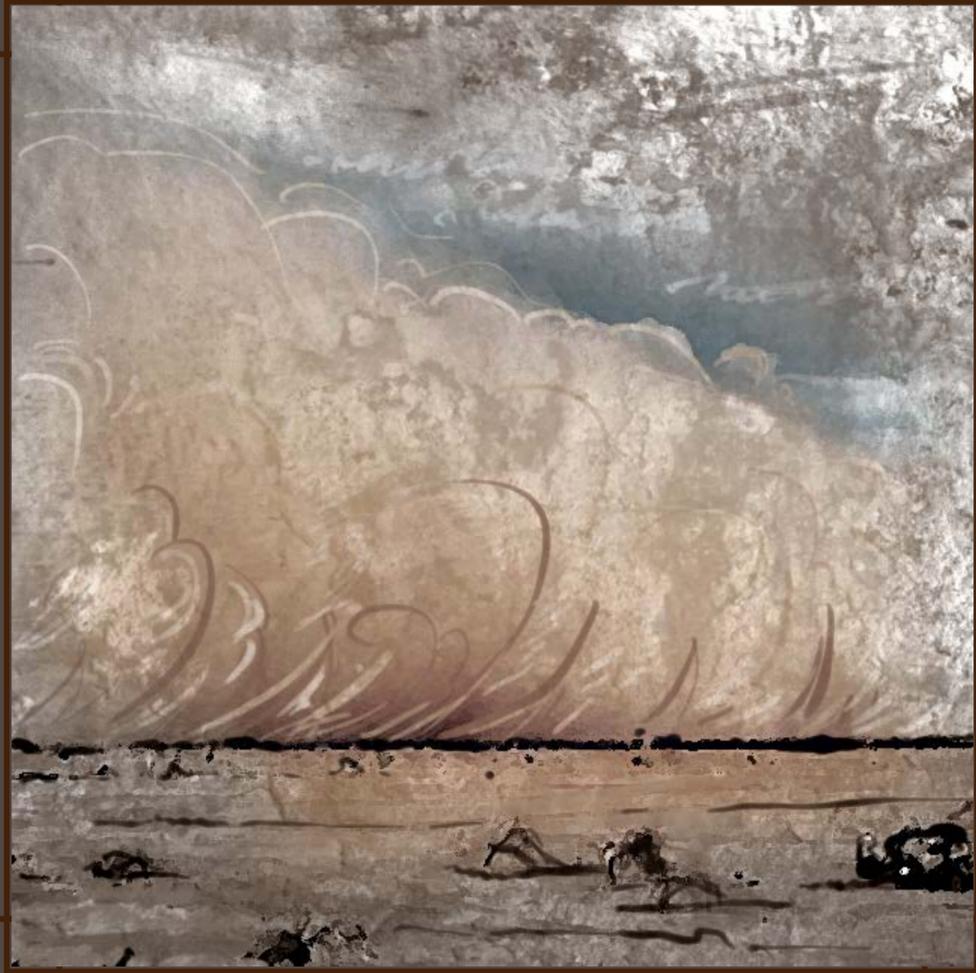
A tsunami in the desert

The sandstorm is a climatic hazard, extremely complicated to manage. We can know neither the width of the front width of the front, nor its depth. Therefore you have no idea how long this climatic hazard will last. These storms also pose another problem. The grains of sand rubbing at high speed on metal surfaces, cause the creation of static electricity. With the petrololine you're carrying, that can make for some pretty fireworks!

Do you turn on the headlights and continue?

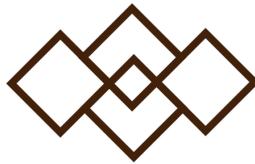
You're riding out the storm!

Too late to consider another solution?

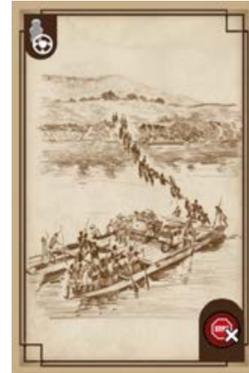


A tsunami in the desert

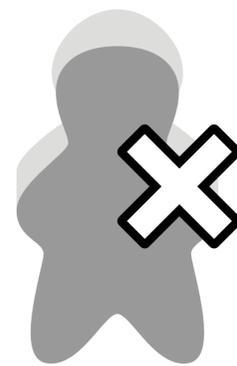
You decide to continue driving at a moderate pace.
Choose one of the following options:



**You are helped by Tuaregs.
(Use of a guide map).**

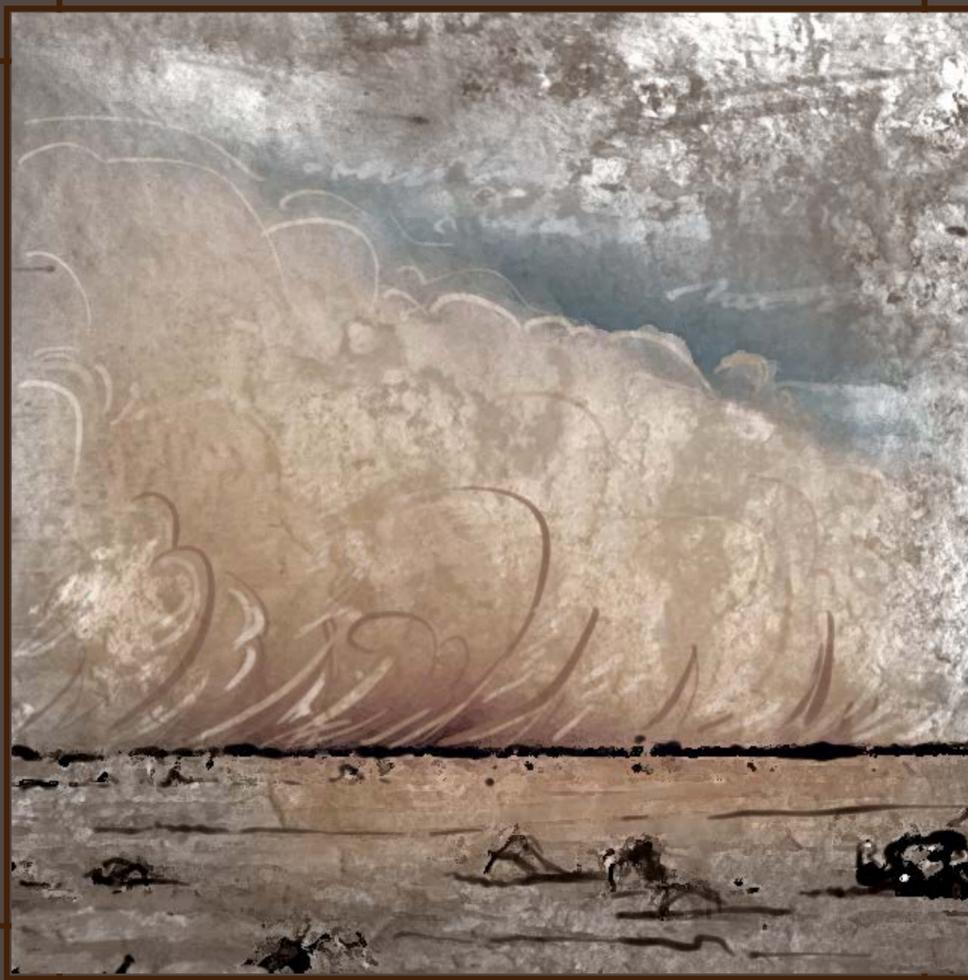


You use your radiotelegraphist specialist because the static electricity destroyed your TSF that you will have to repair! (You use 1 mechanic assistant).



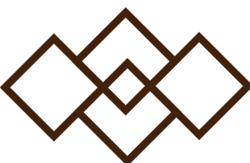
**Otherwise
you lose 2 mechanics.**





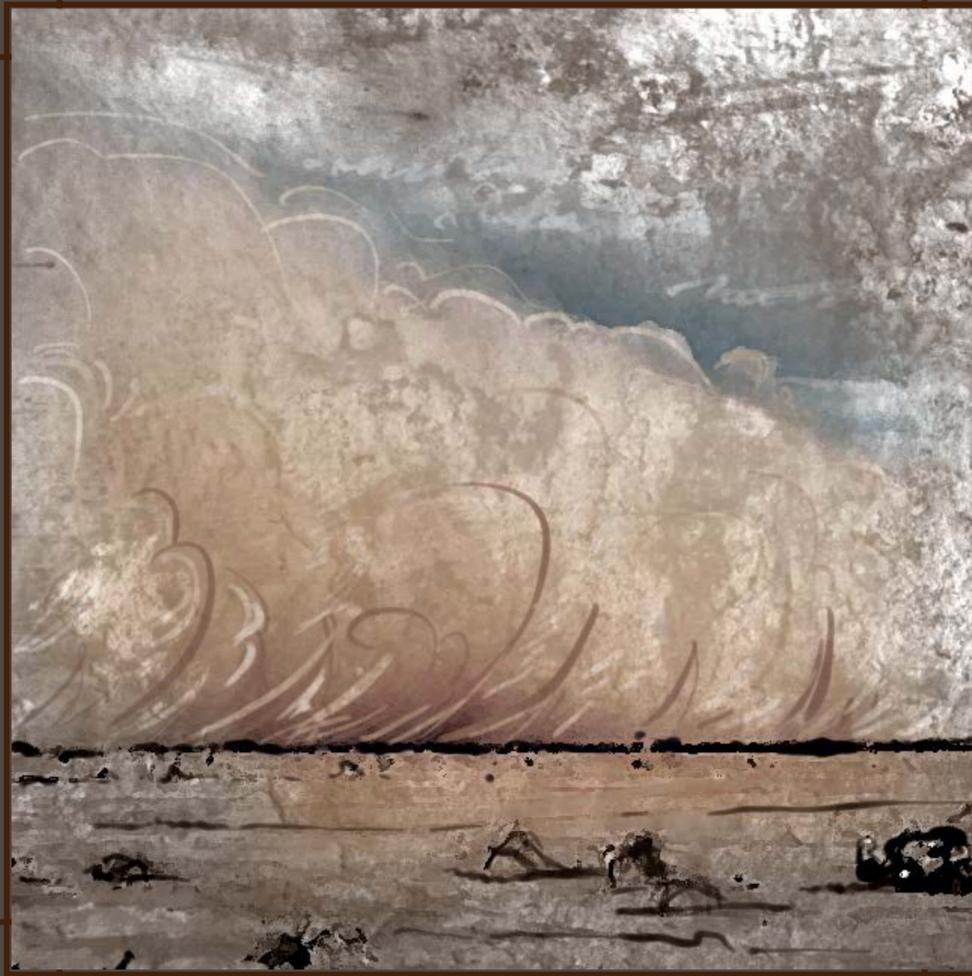
A tsunami in the desert

You decide to go around the front of this storm which arrives on you. You run parallel to the sand front. Fortunately, you were on one of the ends of this sand barrier. You send a scout to see if the end of the front is close.



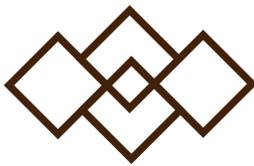
You lose 1 petrol and 1 mechanical but you hope for good news! You continue your route only if you have a driver card, otherwise your turn stops here.



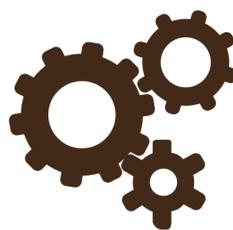


A tsunami in the desert

The storm is upon you! You decide to stop the progression. You protect the vehicles in order to avoid a clogging of the carburetors. You avoid pushing the equipment in a very hostile and abrasive environment.



Your turn stops. You gain 1 mechanic.





Terra incognita

You are in uncharted territory! The maps date back to the first explorers, in the 1800s. Yet, on your map, there is a path! But obviously, in front of you there is an obstacle! While discussing with your geologist, you understand that there was an earthquake and since then, the hunters have been walking to the pastures on the other side of the slope. What will you decide? To dismantle, to bypass or to open a way for your halftrack?

Shall we dismantle?

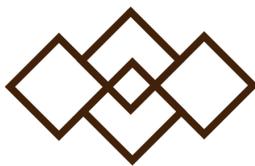
Do we rely on the local tribe?

Building a bridge?



Terra incognita

So, following your information, the Bassa tribe uses a road but it is impassable for your vehicles. On the other hand, everyone is ready to help you to pass the vehicles, in spare parts, on the other side of the slope.



Your tour stops while you dismantle the vehicles, pass through the canyon and then go back up the opposite side.





Terra incognita

You decide to bypass the obstacle. You send a scout to the Bassa population who indicates you a possible passage, certainly dangerous but, practicable by dry weather for haltrack.



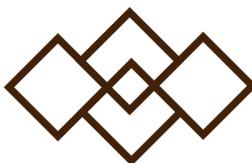
**You use 1 guide card, 1 assistant mechani
or 1 driver card to continue your journey.
Otherwise your turn ends here.**



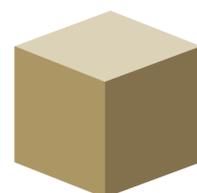
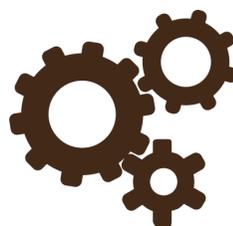
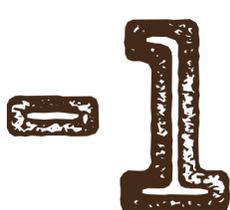
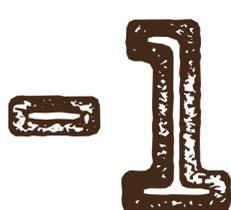


Terra incognita

You open a road and build bridges. It takes a lot of time and energy but the result fills your crew with pride! The Bassa tribe can reach the pastures on the opposite side much faster than before and without danger. They offer you a golden nugget.



Your turn ends here and you lose 1 petrol and 1 mechanic. If you bring the nugget in the arrival city (gold cube) you gain 5 VP.





The hell of flames

Bush fires are quite recurrent in Africa. Either they are of natural origin, linked to dry storms in a vegetation burned by the heat, or voluntary in order to increase the agricultural areas by the concept of slash and burn. The fire is extinguished, for lack of vegetation or with a little luck, by the coming of a rainstorm. Your problem is two-fold: You must protect your crew because the fire can surround you with, at the end, assured death, and try to continue your path.

Let's go!

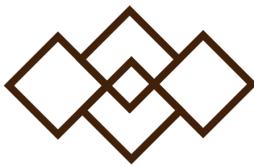
Do we go around?

Are we trying to fight the fire?

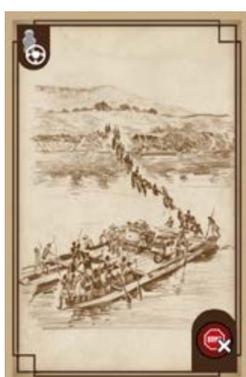


The hell of flames

Hunters of the Bomwali tribe ask you to follow them. There is a river wide enough which, once crossed, will allow you to avoid this bushfire. You follow them! In front of the river, the vehicle stops its progression. You manage to cross the obstacle thanks to the expertise of your crew.



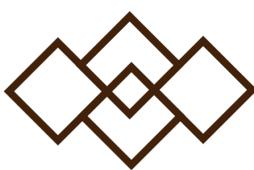
You use 1 guide card, 1 repairman card or 1 driver card to restart the vehicle. Otherwise your turn ends here.





The hell of flames

You must bypass the fire or find a way through the flames while preserving the integrity of the equipment and the crews. Bypassing the fire greatly increases the distance to cover!



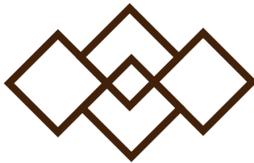
You consume 2 petrols but you continue your way by finding a passage in the front of the fire.





The hell of flames

You decide to wait for the fire to die out, because there is no vegetation. But the fire is getting dangerously close, so to avoid burning alive, you make a backfire.



This costs you 1 petrol and your turn is over.





Road turned into a river

The chief of the Biombo tribe explains that the torrential rains of the last few days have washed away half of his village. In Africa, there is no infrastructure to evacuate rainwater. When bad weather arrives on dry land, the water runs off without penetrating the ground. The streets become streams and then rushing rivers, carrying everything in their path. It will be necessary to make the good choice!

Are you turning back?

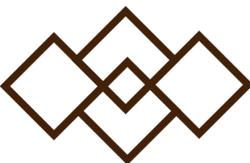
Do you build a raft?

Looking for a ford?



Road turned into a river

Nothing to do. The current is too strong. It would be suicidal to try to cross! You have to turn around and find another way.



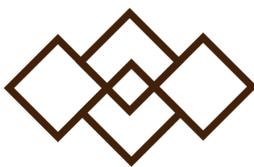
You lose 1 petrol and you draw a new tile at random from the bag and replace it by discarding the «River» tile. You suffer the events of the new tile.



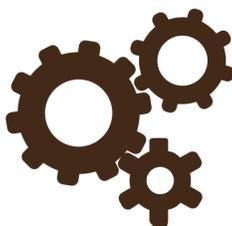


Road turned into a river

You decide to build a raft in order to get the vehicles through. You will lose a lot of time. But fortunately you realize that the current is going in the direction of your progress, even if at some point you will have to go to the other side.



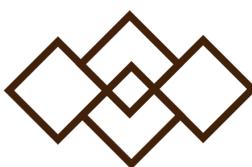
Your turn stops but you gain 1 mechanic and 1 petrol.





Road turned into a river

The chief of the Akanigui village indicates you a passage which remained slightly emerged. You stop the vehicle and reinforce this passage with stones, it is a tedious job!



You can use 1 guide card, 1 repairman card or 1 driver card to go forward, otherwise your turn ends here.





To the abyss or to victory!

On your map, this talweg is well indicated, but the natives certified you that there is a bridge to cross this precipice. So, there is a bridge, but it is made of ropes and must date from the beginning of the Bronze Age! The solutions are not going to be numerous and all present either danger or a titanic work which will make you lose time. Crew meeting to decide what to do!

Go down to the bottom of the ravine and then up again?

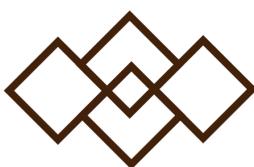
Do you dismantle vehicles?

Are you following a mule track?



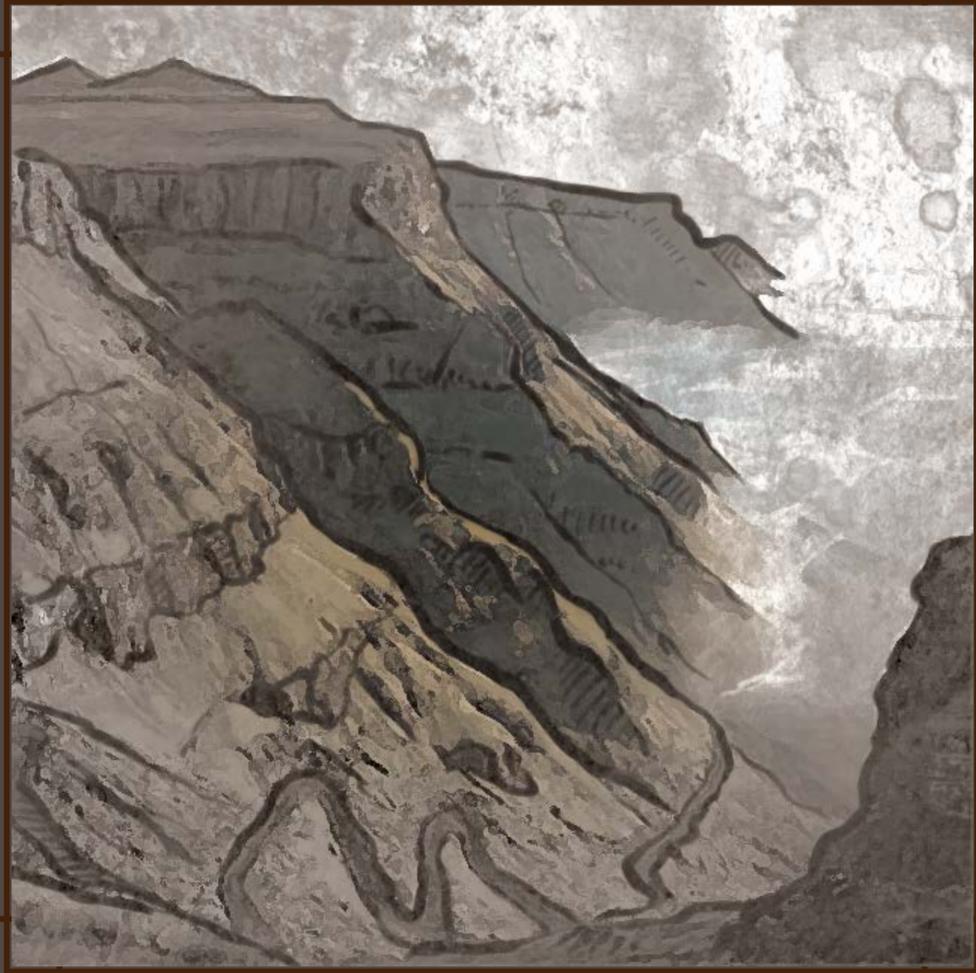
To the abyss or to victory!

You try the impossible. You drive a vehicle down, then up the opposite side. With each meter, the vehicle risks crashing to the bottom of the ravine. The ascent is laborious and the track rollers break.



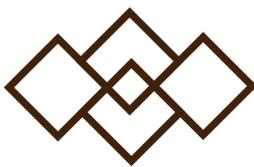
You can use 1 guide card, 1 repairman card or 1 driver card to go back up, otherwise your turn ends here.





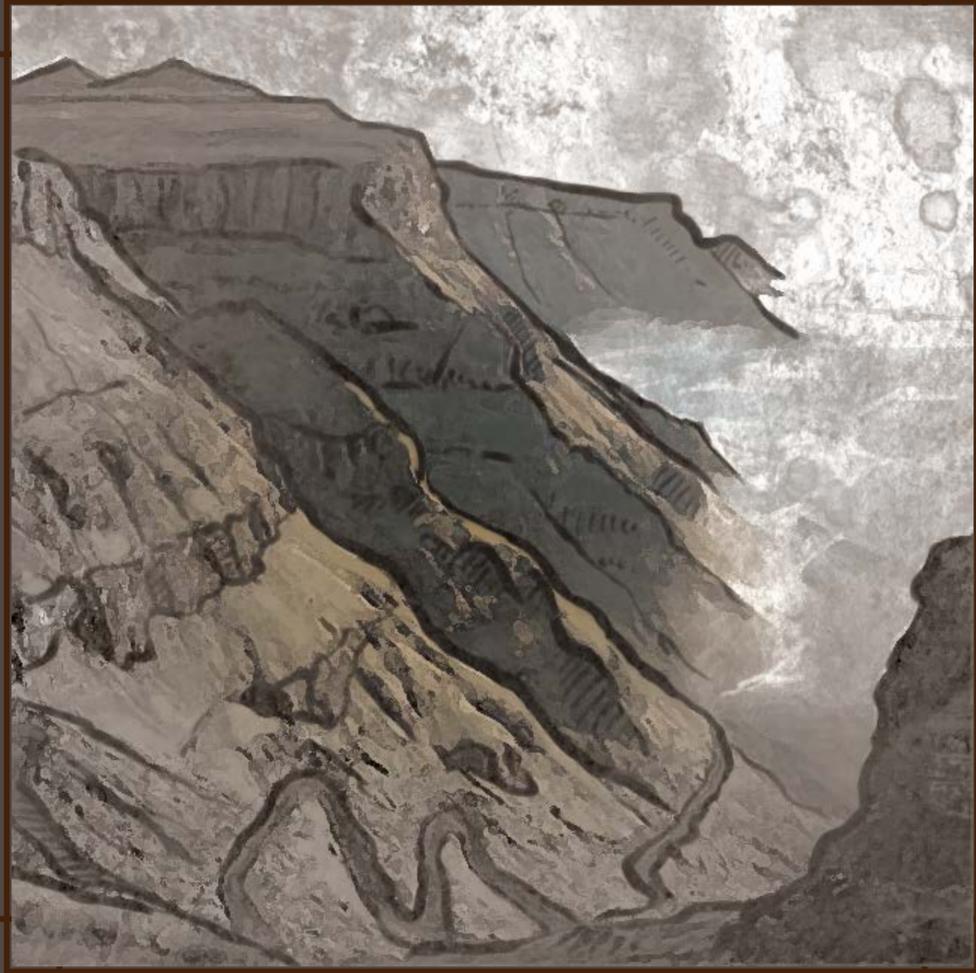
To the abyss or to victory!

You have no guide and you have no pilot to try to go down the ravine, then to go back up and continue your way. You dismantle the vehicles and transport them, by pack of 50 Kilos, on the other side. After the reassembly of the vehicle, you take again your road.



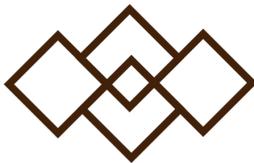
Your turn stops here.





To the abyss or to victory!

You have a hundred people from the Bakutu village to help you and you have experts to help you map out your route. You decide to open a path from one side to the other with the help of the local population.



You can use 1 guide card, 1 repairman card or 1 driver card to go forward, otherwise your turn ends here.



SOUTH AMERICA

THE
GREAT
RACE





The Amazonian fawn

The jaguar! Emblematic animal which gave its power to the Inca chiefs who carried its skin. There, the problem is of size and it is not question to kill it, because it is sacred. The jaguar is very territorial. The forest is particularly dense, all around you and passing through the vegetation will slow down and bring mechanical breakage. The beast is however in front of you, sitting on the track, the only passage to continue your road.

Will you use a security guard assistant or a militia card?

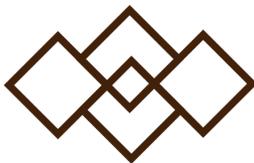
Let's use fire ?

Look for another passage!

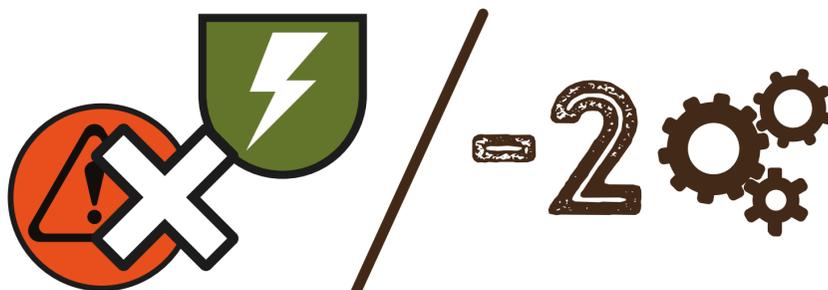


The Amazonian fawn

You use your shooter to scare the beast. Two shots, screams! The jaguar observes you, surprised by this irritation, then disdainfully then disdainfully joins the forest to leave this tumult! Let's go !



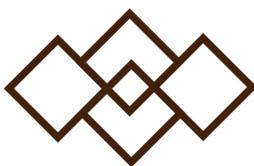
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**





The Amazonian fawn

Several men light torches with rags soaked in petrololine. Fire has always protected human beings from wild animals. As you move towards the beast, with your torches, it gets up, growls but starts to flee.



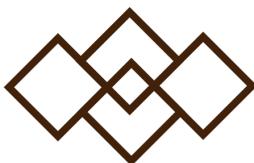
**You lose 1 petrol. You continue on your way.
If you can't, your turn stops here.**



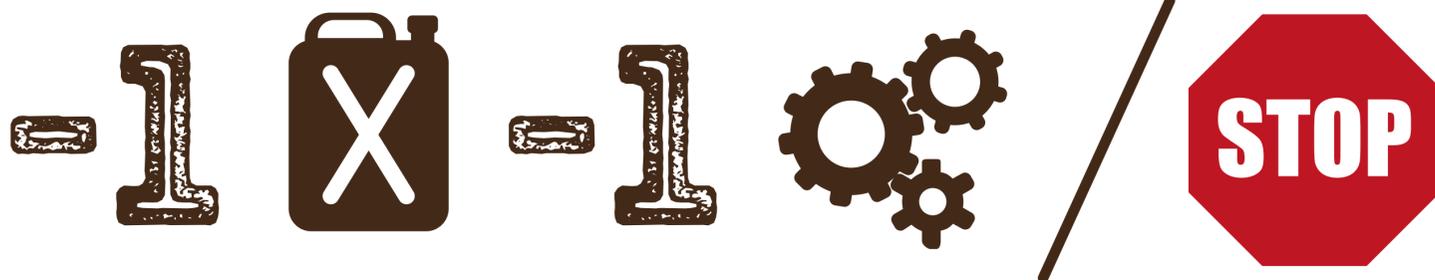


The Amazonian fawn

Well, there's nothing you can do. You've tried everything! The jaguar looks at you, mocking! He doesn't move, he is at home! He yawns! Then fortunately, there is a passage in the coppice, but it is rather wet ! The mechanics will suffer !



You lose 1 petrol and 1 mechanical and you continue your way. If you can't, your journey stops here.





The creeping death

The anaconda lives in wetlands. It can measure up to 8 meters long and weigh nearly 200 kg. It is fast and can hit its prey with its head, even bite but its fangs that have no venom and then, quickly, it coils and contracts its muscles, cutting off the blood flow. A crocodile doesn't scare him, so a human being... It's an appetizer! Being very territorial, such an animal in your area, implies not to stay too long on the spot.

Will you use a security guard assistant or a militia card?

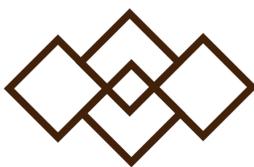
Are you looking for another passage, downstream?

Will you turn back?

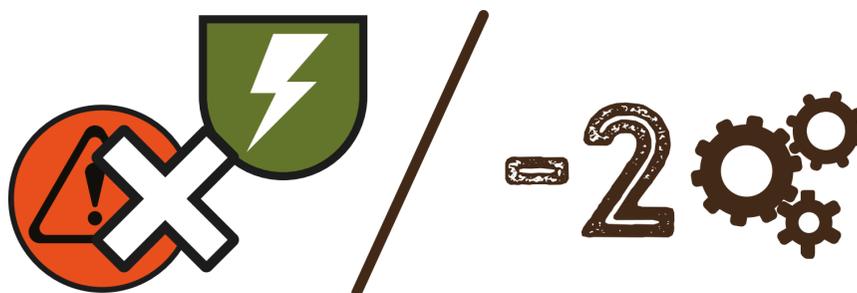


The creeping death

Well, you'll have to get the monster out of the way before you cross the river! You use one of your teammates who, with a big piece of meat from your stock, attracts the reptile. However, before it comes back, everyone boards and, at full speed, you cross the river.



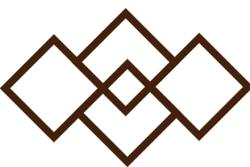
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**



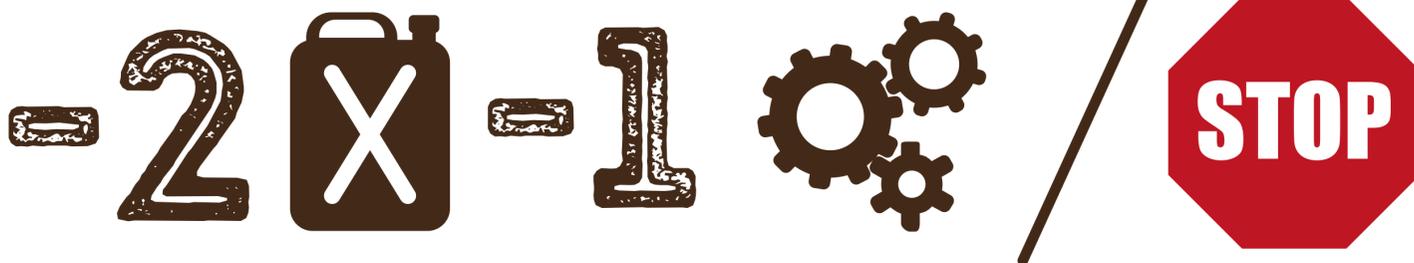


The creeping death

In any case, it is out of the question that we sleep on the spot, with a «Kaa» of 8 meters and 200 kilos! You look for another free passage. After one hour of search, you finally find a passage with a lookout.



You lose 2 petrols and 1 mechanical and you continue your road. If you can't, your journey stops here.



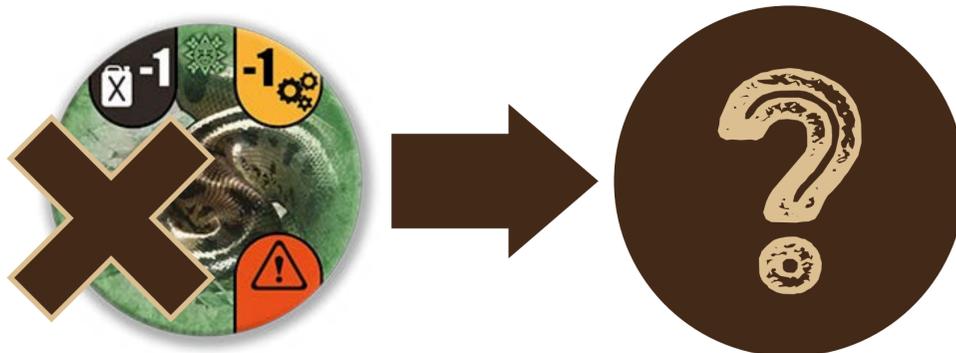


The creeping death

In spite of your research, there is no other lookout. Forcing the mechanics to cross in force risks leaving a vehicle in the middle of the river, at the mercy of the reptile which starts to stir! You decide to turn back!



Draw a new tile at random from the bag and replace it by discarding the «Anaconda» tile. You suffer the events of the new tile.





Hairy Venom

The particularity of the Tarantula, is that it digs burrows. From these burrows, at night, it hunts. It is not deadly but its bite can cause fevers with moments of delirium. The problem is that sometimes, if the ground is favorable, these spiders can be found in number (several dozen), with as many burrows, making the area, totally impassable for heavy loads, at the risk that the track collapses.

Will you use a security guard assistant or a militia card?

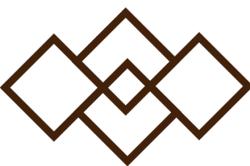
Let's go!

Courage, let's run away!

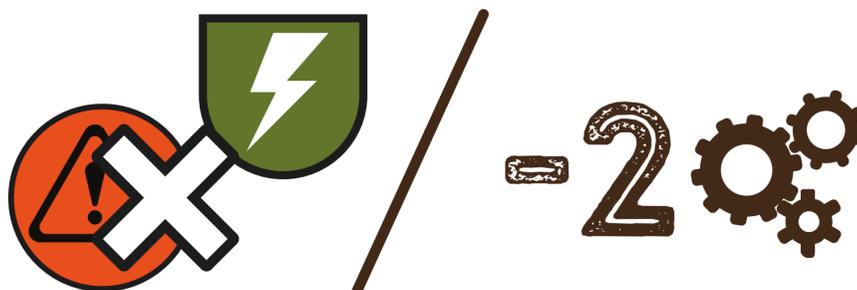


Hairy Venom

You use an escort in order to constitute, as discreetly as possible, a carpet of wood, on the approximate width, of the burrows. Then, at full speed, the vehicles cross this passage. The tracks suffer on the logs, but it passes!



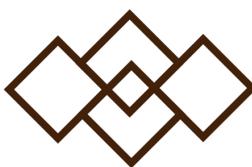
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**





Hairy Venom

Well, no need to procrastinate! These are not small beasts that will stop the big ones! You decide to go for it. The first cars pass, but quickly, holes appear and it becomes chaotic.



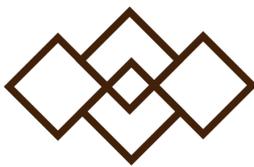
You lose 2 petrols and 2 mechanics and you continue your road. If you can't, your move stops here.





Hairy Venom

You decide to scare the spiders away. Everyone gets into the vehicles. You flood the area with gasoline, then light it up! Spiders are coming out of everywhere. It's a horror show. On the other hand you can now go forward again.



You lose 2 petrols and 1 mechanical and you continue your road. If you can't, your move stops here.





The lost world

Every year, the crocodile is the cause of dozens of fatal accidents in South America. This large reptile, which can measure up to 10 meters, shares its environment and its food with humans (game, fish, snakes...). Some of these solitary lizards become real serial killers, attacking everything that enters their territory! A local tribe advises you not to cross this arm of the river because they have already deplored 6 deaths.

Will you use a security guard assistant or a militia card?

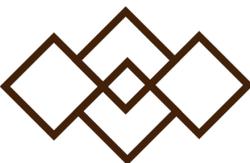
Deciding to go for it?

Will you help this tribe?

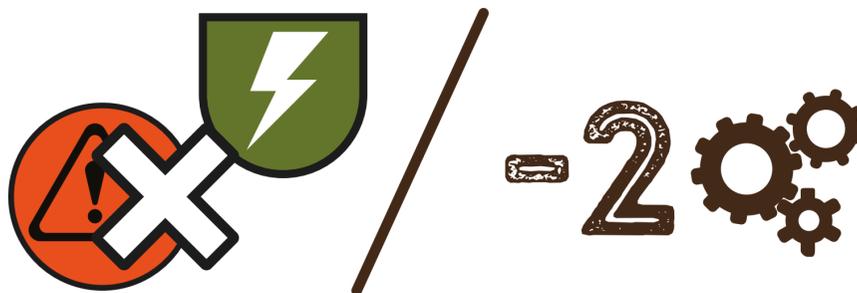


The lost world

You put your best shooter, on a high point, above the river. He has to shoot the animal, if it appears. The vehicle passes, quietly.



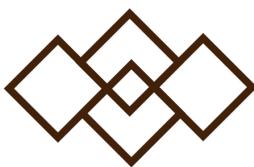
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**



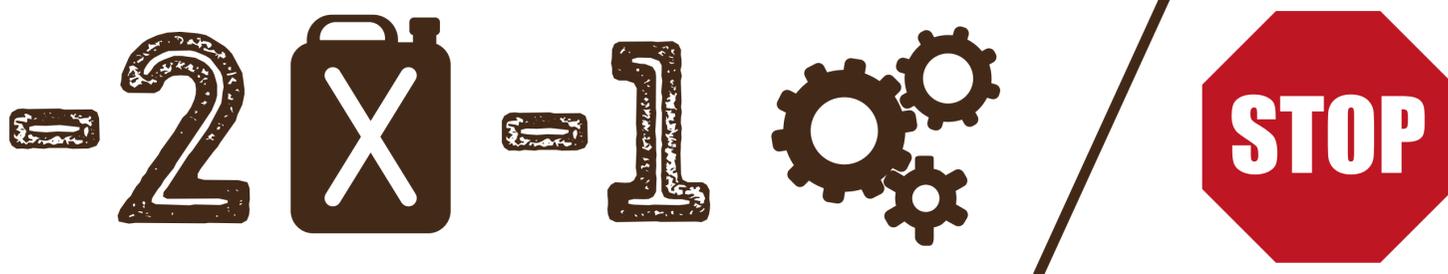


The lost world

You decide to go for it at all costs, without wasting any time! Everyone is equipped with guns and expects a full-scale attack. The pack of crocodiles surround you and you get stuck in the mud... It's hard to get the vehicle out of the way while fighting off the reptiles!



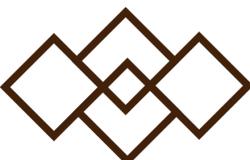
You lose 2 petrols and 2 mechanics and you continue your road. If you can't, your journey stops here.



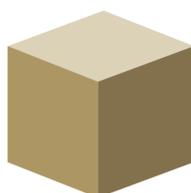


The lost world

You listen to the chief of the Guarani tribe. They have lost 6 members of their community, you decide to go and capture this killer. The tribal chief gives you a 5 kilos Lapis-Lazuli stone to thank you for your help.



Your turn ends here.
You gain 5 VP if you bring this stone back to the finish line. Place a gold cube in your vehicle.





Dracula in the land of Incas

The bat is, intrinsically, a small animal without danger. However, the South American bats (Azara) are a real nuisance. Hematophagous (feeding on blood!) they measure between 7 and 10 cm and can drink 3cl of blood per night. They hunt in groups of several hundred individuals. The saliva, anticoagulant, causes the victim to bleed to death. They are carriers of diseases (rabies), some of which are still unknown.

Will you use a security guard assistant or a militia card?

You decide on an «anti-aircraft» defense

You use your means and the genius

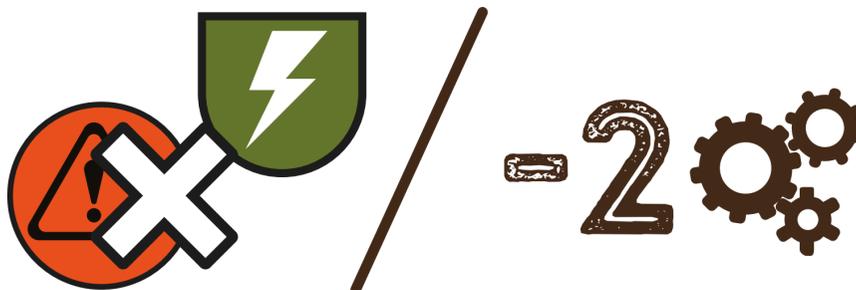


Dracula in the land of Incas

This animal is attracted to movement, especially when hunting. You decide that, since the bat is a nocturnal animal, you will go back on the road during the day, taking turns on guard during the night.



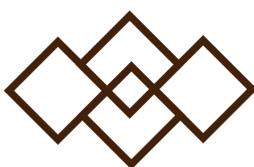
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**





Dracula in the land of Incas

You cover your vehicle with nets. You use your hunting weapons to make a wall of lead in case of an assault, and then you go for it! The night is long and when dawn finally arrives... everyone is exhausted.



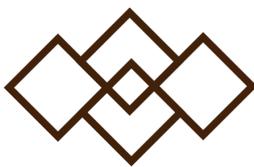
Defeat one of your assistants or lose 2 mechanics.





Dracula in the land of Incas

You put in place the hoods and make screens at the windows. Thus confined, the car leaves, discreetly, far from the territory of these small «dracula».



You use 1 petrol and 1 mechanical. You continue on your way. If you can't, your journey stops here.





Emerald Boa

The Emerald Boa or canine boa, is a tree snake. Its beautiful green color (Adult) serves as camouflage. It is also called Canine Boa because it has the longest fangs in the world of reptiles and its head looks like a dog's. On the other hand it is not venomous. When it senses a presence underneath it, it can attack by falling on its prey, then it plants its fangs, wraps itself very quickly, around its victim, crushing the blood vessels, cutting off the circulation in a few seconds and causing cardiac arrest.

Will you use a security guard assistant or a militia card?

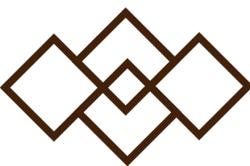
Capturing reptiles?

Use your means?

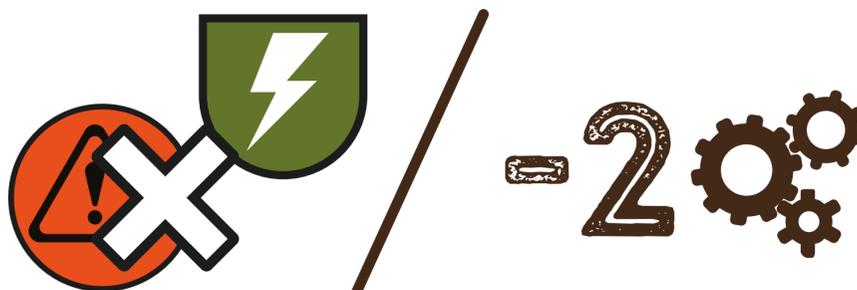


Emerald Boa

You decide to raze the canopy over the runway. You use an assistant, who coordinates the teams to cut the trees, and scare the reptiles away. You have lost time, so you don't clear the area and go through the cuttings you left.



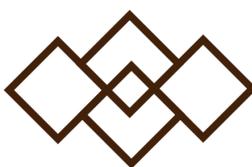
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**



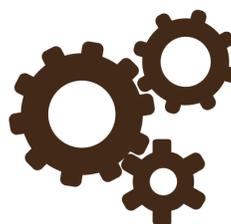


Emerald Boa

Your scientists are excited about the idea of capturing this type of reptile, until now totally unknown in West. Capturing the reptiles will take all day. You set up camp and make repairs.



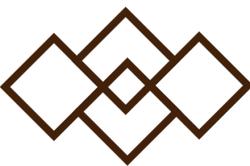
Your turn ends here and you gain 1 mechanic.



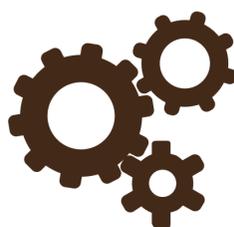


Emerald Boa

The danger is that they will fall on you. You put the tops on and place a stick in the vehicle that points to the center of the top, creating a sloping fabric roof. You smear oil on the tarp. Then you go for it!



You use 1 petrol and 1 mechanical. You continue your road. If you can't, your journey stops here.





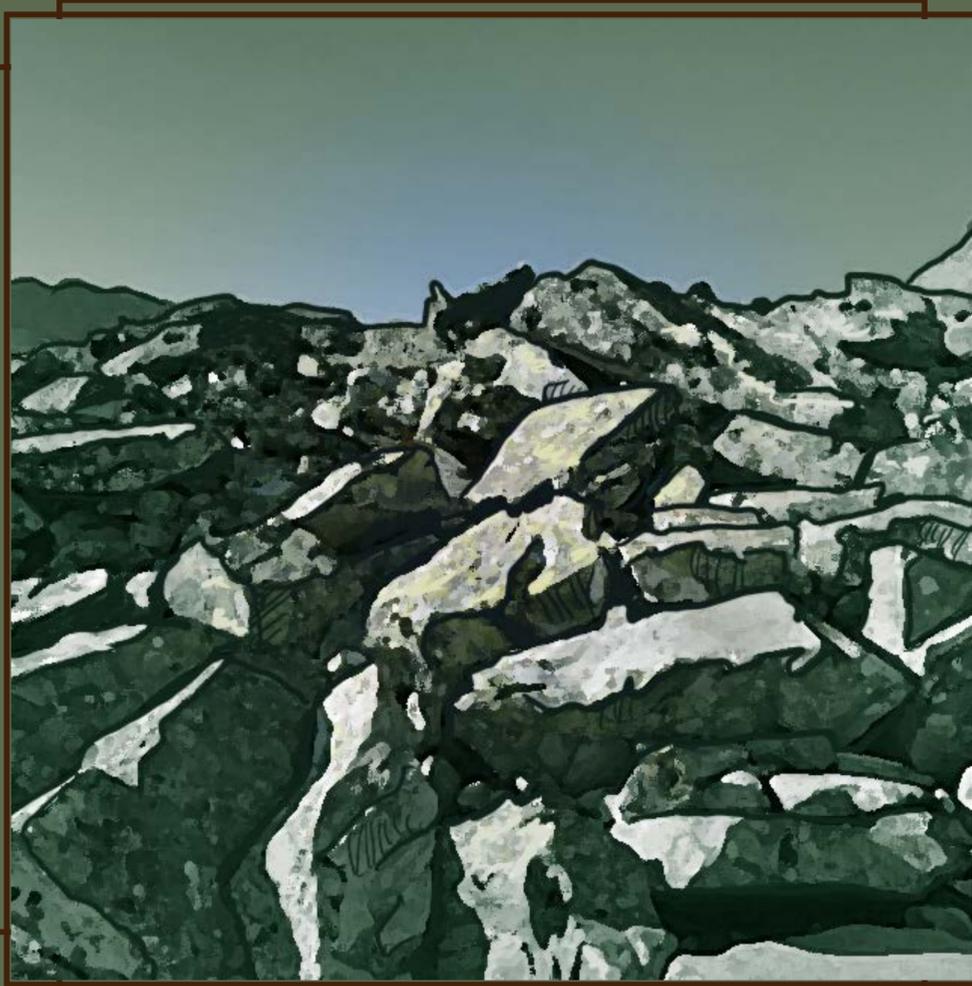
Hostile nature

In South America, the hygrometry, the heat and the absence of population, on certain zones, imply that the nature is queen. The vegetation takes over the mineral. The trees grow, the roots get into the smallest space, then literally undermine the rocks, the cliffs. Rainfall gullies and allows this vegetation to increase its invasive side. During stormy episodes, whole sections of rocks sometimes break off, reshaping the landscape, destroying the little infrastructure put in place by the natives.

Create a new path?

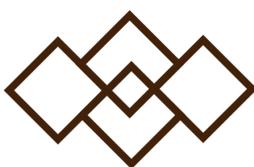
Use the hard way!

There is a passage, but ... ?

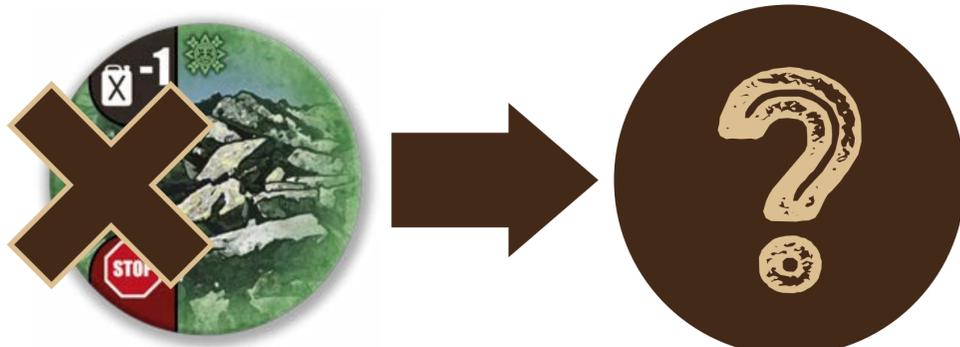


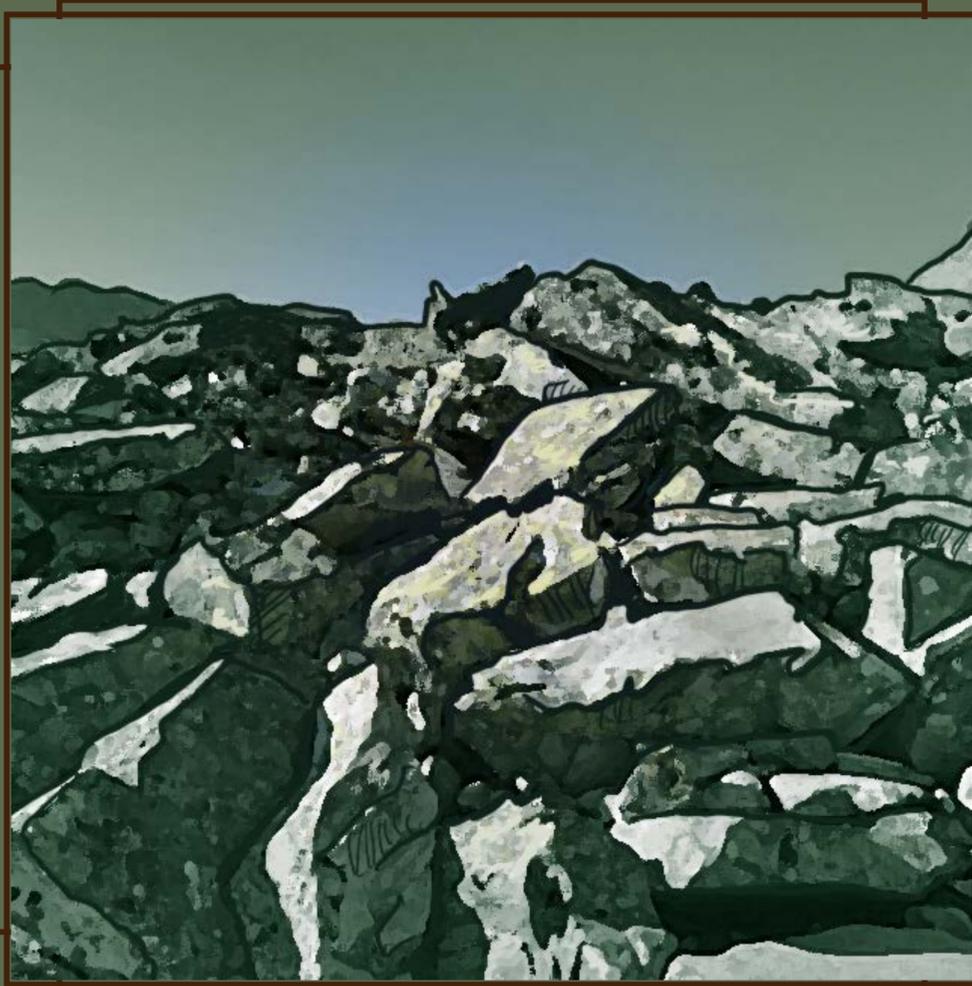
Hostile nature

After an initial explosion and careful observation, the use of dynamite can make the mountain even more unstable. You decide to turn back.



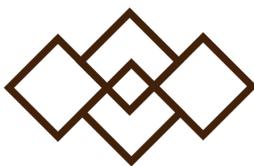
Pick a new tile at random from the bag and replace it by discarding the «Rockfall» tile. You suffer the events of the new tile.



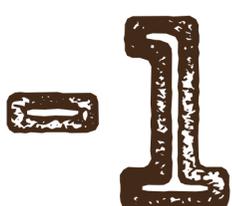


Hostile nature

You use the dynamite you have in stock. It's the bulldozer way, but at least the passage is open.



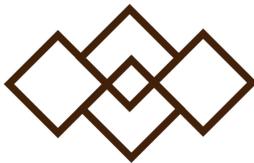
You use 1 petrol and 1 escort card. You continue your route. If you can't, your movement stops here.





Hostile nature

You can see that there is a passage, but the slightest rock that comes loose can damage the vehicle. It will take remarkable driving skills to get over the obstacle!



**Discard 1 pilot card. If you can't, you lose 2 mechanics.
You continue on your way.**





City of Z

At the bend of a curve, a huge rock prevents your vehicles from passing. By approaching the obstacle, you notice that this rock looks like steps. Your team, with a machete, does some cleaning and you discover that you are at the foot of a pre-Columbian pyramid. Your heart balances: Should you stop and search this discovery, continue the road but you will have to blow up this block or turn back to look for another passage?

A discovery, we dig!

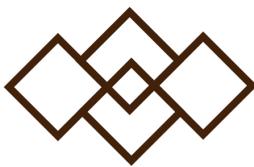
We destroy this block and continue!

Find another way?

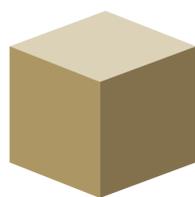


City of Z

You put down the camp and carry out excavations. You discover a crystal skull with rubies in its orbits. Your turn ends but you bring back a real treasure.



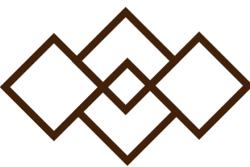
Your turn ends here. If you bring the crystal skull back to the finish line you will earn 5 victory points. Place a gold cube in your vehicle.



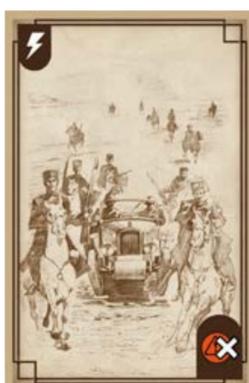


City of Z

You have lost enough time and your opponents have taken the lead. You decide to destroy the block that is in your way and continue your route.



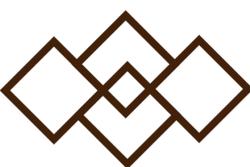
You use 1 petrol and 1 escort card. If you can't your move stops here.





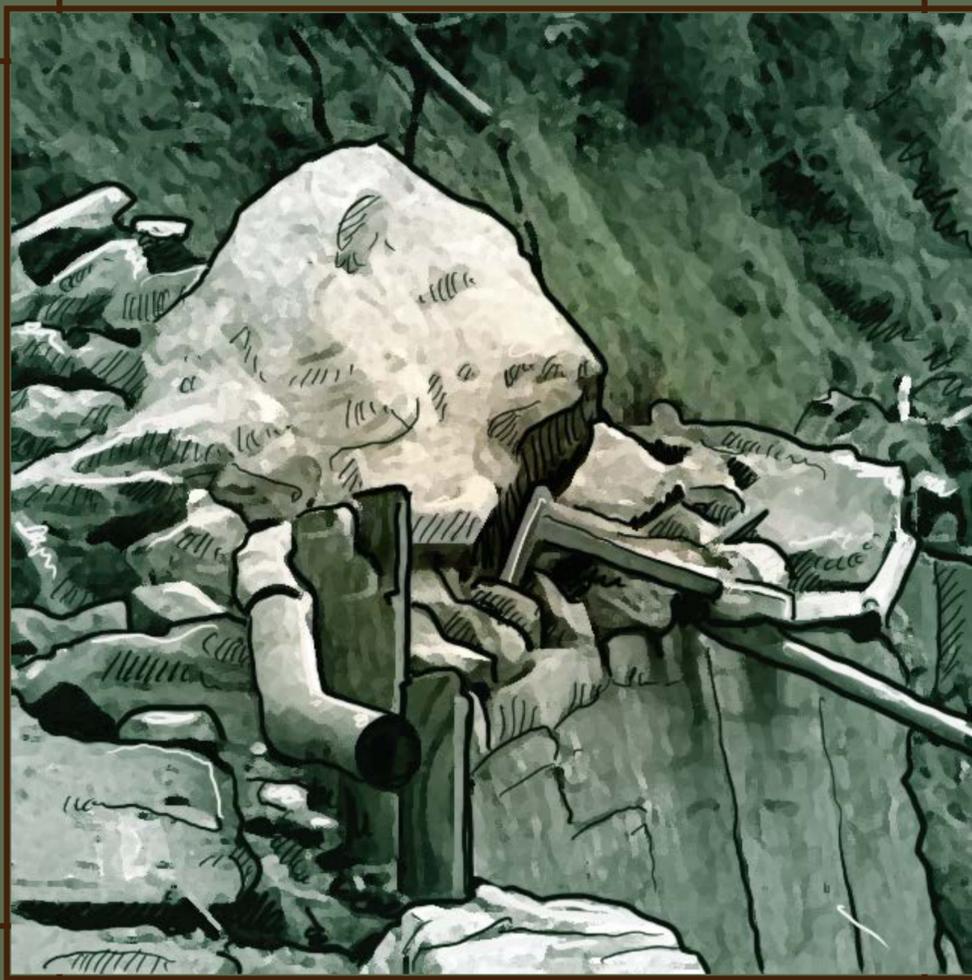
La City of Z

Your reconnaissance allows you to discover another passage, more tortuous, but which could also shorten your journey in order to recover the axis of progression.



Discard 1 cartographer card. If you can't, your turn ends here.





Was there a road?

So, on your map, there is a road! But in front of you, it is a pile of rock, of vegetation on hundreds of meters. A whole section of the mountain has spilled over your axis of progression. There is a village nearby. They have gasoline and mechanical parts. Clearing will take several weeks, dismantling the vehicles and crossing the obstacle could take three days, going around will spend gasoline. What will be your choice?

We destroy, we clear, we clean!

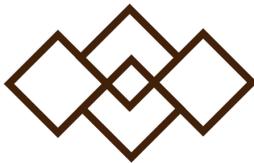
We dismantle and pass to ... feet!

We go around!



Was there a road?

Clearing the rockslide takes time and effort for your crew. You do not spare your efforts to finally manage to clear a thin corridor for your vehicle.



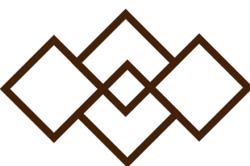
Your turn ends here!



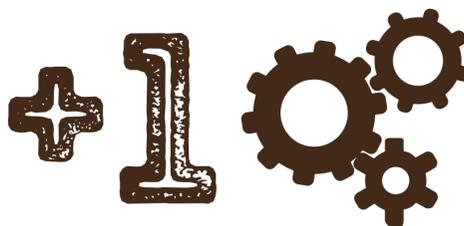


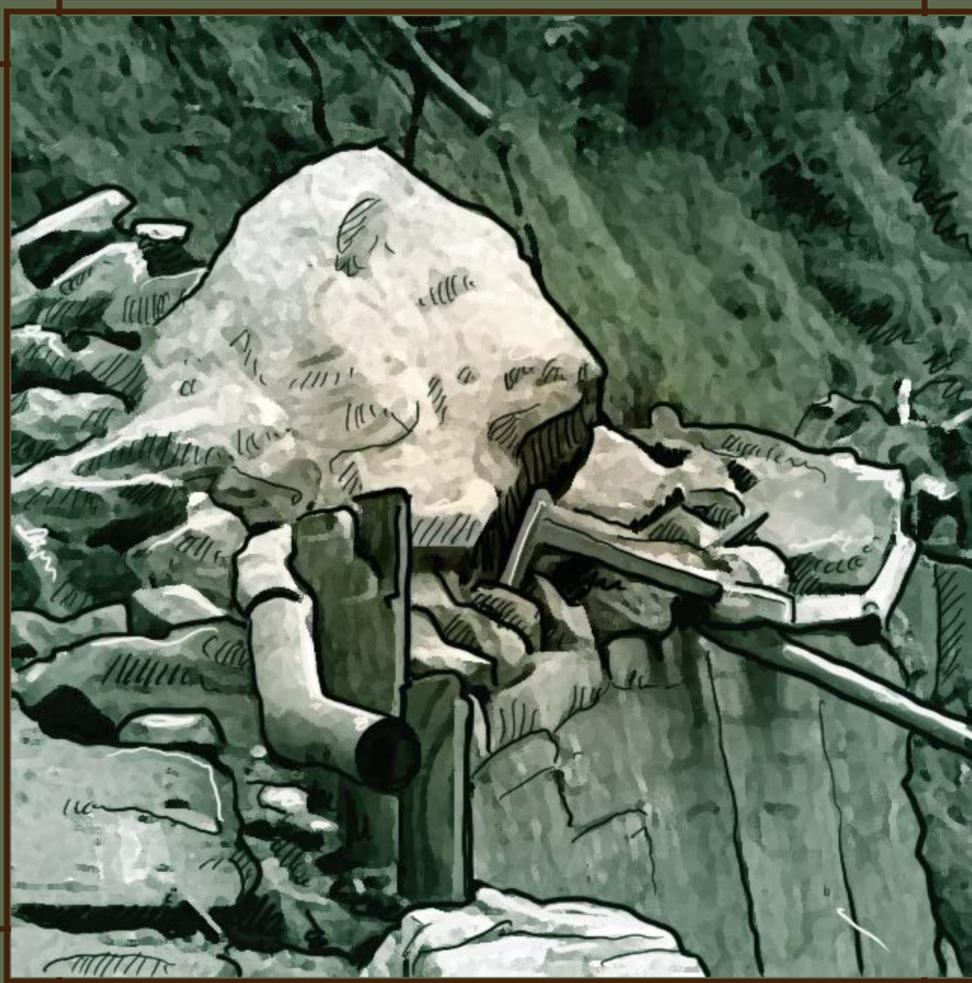
Was there a road?

You decide to pass by dismantling the vehicles and carrying each bundle of parts. You pass the obstacle. When you reassemble the vehicles, you take the opportunity to make repairs.



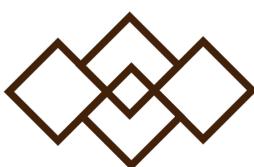
Your turn ends here and you gain 1 mechanic.





Was there a road?

You notice that rocks are still rolling down the slope. The area is dangerous and unstable. You decide to turn back. This obstacle forces you to take another valley which increases your journey considerably!



Draw a new tile at random from the bag and replace it by discarding the «blocked road» tile. You suffer the events of the new tile and you lose an extra petrol.





Heavy rain

In South America, everything is concentrated to have this phenomenon on the scale of an exuberant nature (dense forests, concentrated humidity, lakes and rivers, heat and mountains that cool the clouds in altitude). The rain has been falling continuously for several weeks, testing the morale of the teams and damaging the mechanics. The water of the river rises dangerously and puts in danger the camp!

Reaching a high point

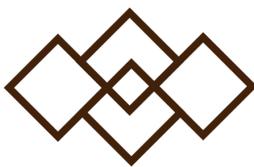
Going inland

Turn around to reach a bridge



Heavy rain

The emergency is to get the vehicle to safety. You make the engines roar to reach a high point instead of waiting for the water to rise.



You lose 1 petrol and your turn stops there.



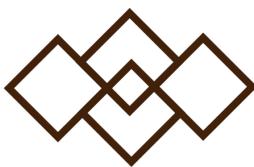
-1





Heavy rain

You decide to enter the land by moving away from the river banks. However, you enter areas that do not appear on the map.



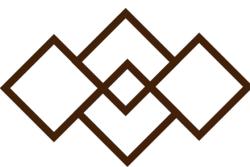
Discard a cartographer card and continue your journey. Otherwise your turn ends here.



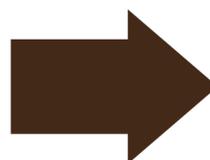
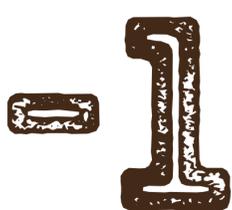


Heavy rain

Yesterday, you saw a bridge crossing this river. You decide to turn around and cross to the other side where the banks seem higher. You return to the previous tile. You draw a tile and put it down to go around the tile you just left.



Draw a new tile at random from the bag and replace it by discarding the «Flood» tile. You suffer the events of the new tile and lose an extra petrol.





Forest fire

In South America, the ambient humidity generally prevents spontaneous fires from starting. Therefore, most of the fires are due to human activity. This is the ancestral slash and burn culture. This time the fire is out of control!

Crossing a river

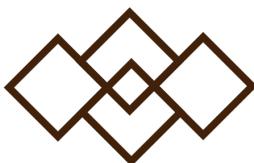
Make a backfire

Leave quickly on the other side

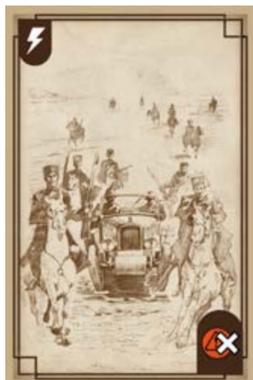


Forest fire

You are lucky. A river is nearby with a lookout. You decide to reach it, cross it quickly and continue on the opposite side, getting as far away as possible.



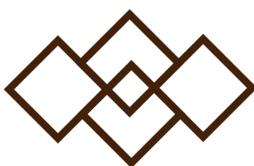
**Discard a militia card and continue on your way.
Otherwise your turn ends here.**





Forest fire

You decide to fight the fire by making a backfire. The smoke around you puts you in danger, the situation is critical! What a fierce fight... but in the end, you manage to control the fire.



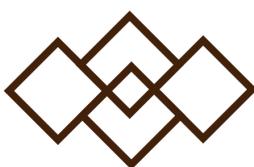
You lose 1 petrol and your turn stops there.





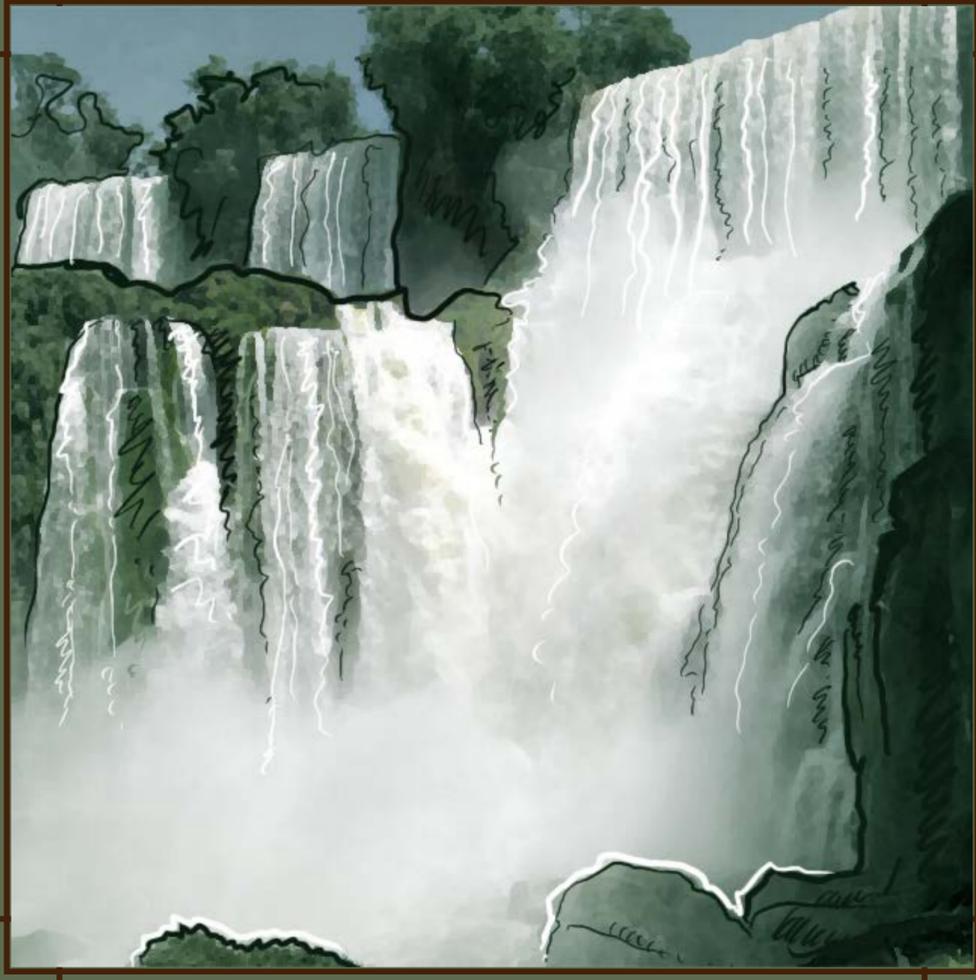
Forest fire

Ouch! Ouch! The fire gains and comes on you. Turn around and go the opposite way to avoid the fire!



Draw a new tile at random from the bag and replace it by discarding the «Fire» tile. You suffer the events of the new tile and lose an extra mechanic.





Waterfalls

Waterfalls block your way. They seem totally impassable! The noise is deafening, to make a detour can be very long...

Turn around?

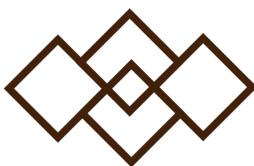
Dismantling and crossing on a rope bridge

Use of a dangerous passage



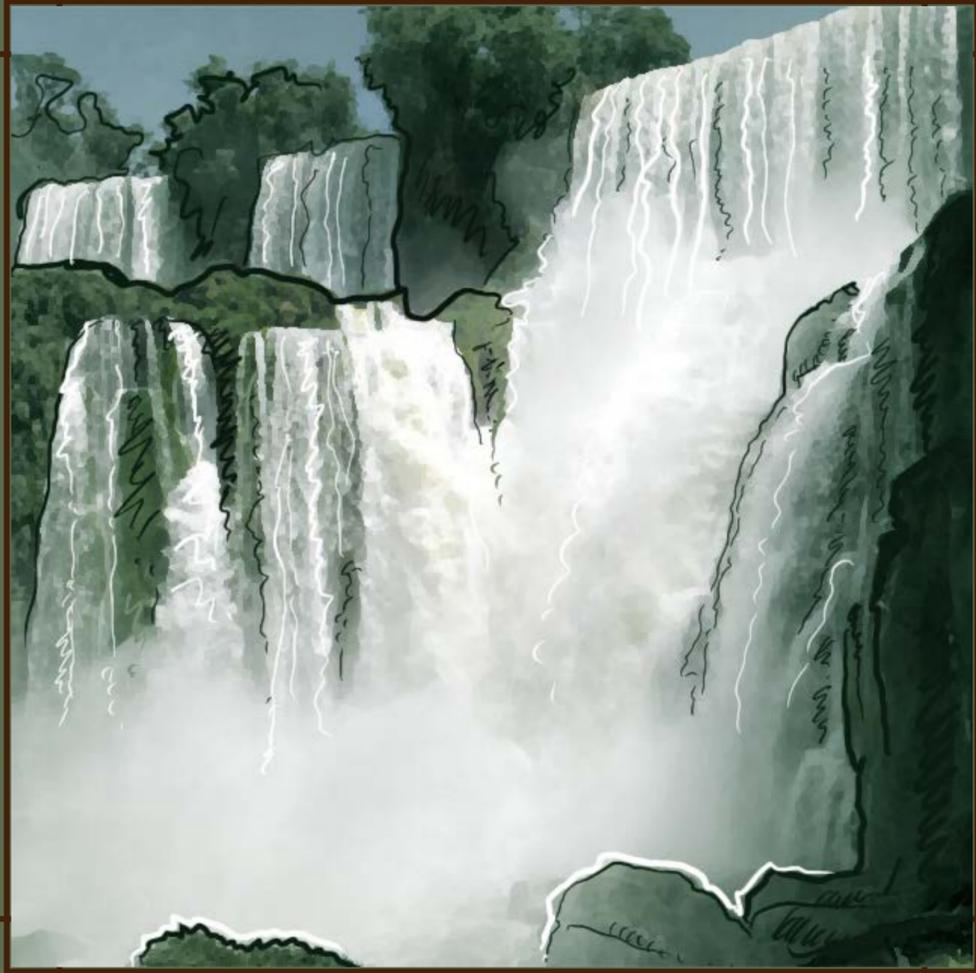
Waterfalls

The galley begins, each route considered turns out to be dead end... After many attempts, hope is at the end of the road!



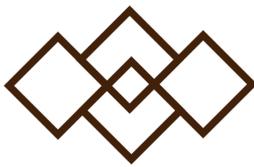
Draw a new tile at random from the bag and replace it by discarding the «Waterfalls» tile. You suffer the events of the new tile and lose an additional petrol.



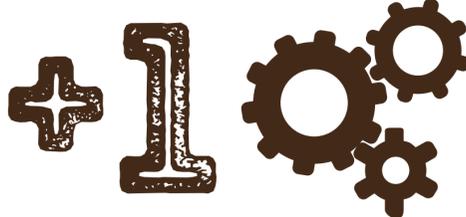


Waterfalls

These falls are really impressive. The natives have set up a rope bridge which allows to join the opposite side. You decide to take it but it implies the dismantling of the vehicles and the transport of the parts with back of man. The reassembly allows a cleaning of the parts and a replacement of the worn ones.



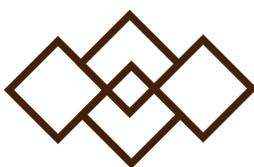
Your turn ends here and you gain 1 mechanic.



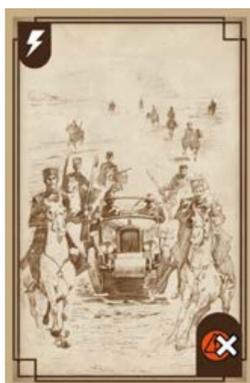


Waterfalls

Thanks to your adventurous spirit, you discover a path that goes down to the bottom of the fault, and then goes up on the opposite side. However, you will have to use a lot of fuel and your equipment will be put to a severe test.



You lose 1 extra petrol and 1 extra mechanic. If you discard an militia card or a pilot card, continue on your way otherwise your turn ends here.







Formosan black bear

The *Ursus Thibetanus*, known as the Asiatic black bear or the Tibetan collared bear (due to the white spot on its chest), is a rather placid plantigrade... in appearance! Because, if this nocturnal animal sleeps during the day in trees or in caves, it can become particularly aggressive if it feels the presence of intruders on its territory.

Will you use a security guard assistant or a militia card?

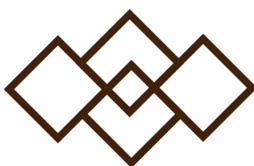
Will you accelerate?

Will you turn back?

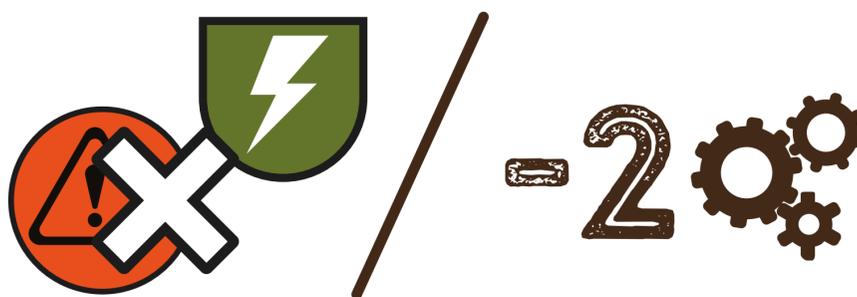


Formosan black bear

Well, you don't know where he is, but you assume he must be sleeping. So we go first and go for it. An escort is responsible for providing armed protection.



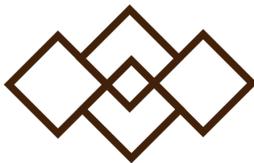
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**



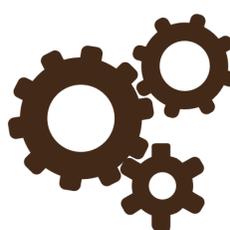


Formosan black bear

You arrive at night on the sector. You hear grumbling in the valley! You feel that your team is not serene. You decide to go slightly around the area even if it means taking more stony paths.



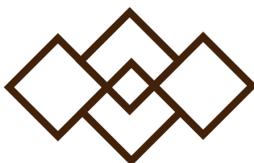
You use 1 petrol and 1 mechanical. You continue on your way. If you can't, your journey stops here.



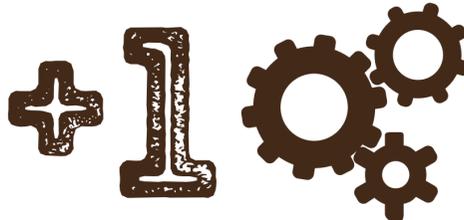


Formosan black bear

You arrive at night and the road does not allow you to use the full speed of your vehicles. The black bear hunts at night. You decide to wait until morning to cross its territory. Your tour stops here and you take the opportunity to make repairs.



Your turn ends here and you gain 1 mechanic.





The Asian wolf

You have been followed for several days by a pack of hungry wolves. At first distant, here they come closer. It seems that you have become the target of this group of more than a dozen beasts! Their howling gives you nightmares and the feeling of insecurity increases with each passing hour... As you cross a village you ask for advice. What to do?

Will you use a security guard assistant or a militia card?

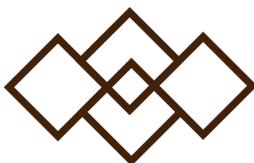
You decide to accept the help of the villagers?

You decide to put some distance?

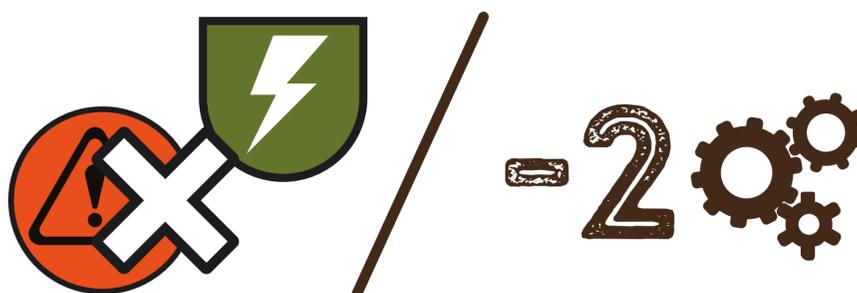


The Asian wolf

You use your puller to ensure a rear safety. You continue your route without forcing on the mechanics.



**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**



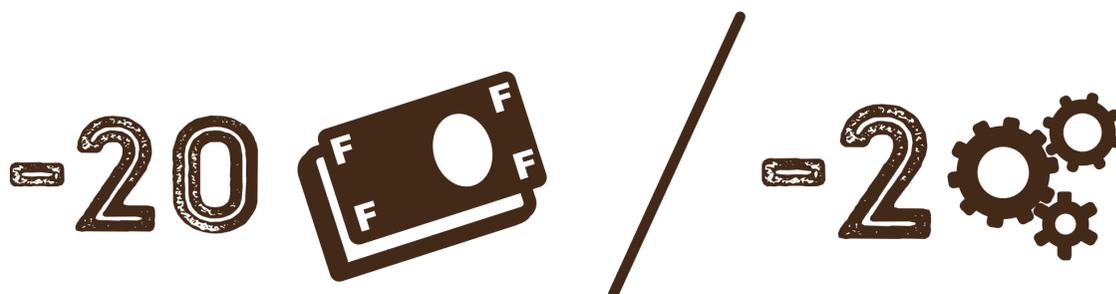


The Asian wolf

The villagers of the Tchakhar tribe explain to you that it is your presence that brought the wolves to the area. They are great hunters. For 20F, they take care of hunting the wolves and dispersing the pack while you go back on your way, discreetly.



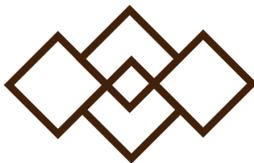
**You pay 20F and continue on your way.
If you can't, lose 2 mechanics.**



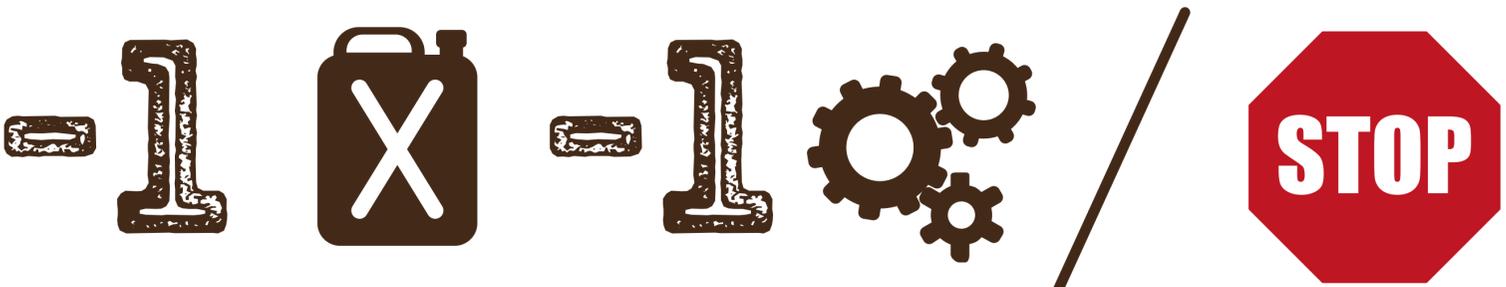


The Asian wolf

You get up very early! The goal is to cover 200 kilometers in a day, without stopping. The wolves will eventually get tired...



You use 1 petrol and 1 mechanical. You continue your road. If you can't, your turn stops here.





Spectacled snake

An Indian proverb says: there are no big or small snakes, there are snakes! Yes, but what a snake! Can reach 5.5 meters long, the cobra has a drawing on the back of its head, shaped like glasses, hence its nickname. In danger, it stands up about a third of its length and blows. When bitten, very little venom is injected but a small amount can cause death. The villagers have already had two deaths in the fields bordering the village. Obviously, a cobra is on the prowl! They ask you for help !

Will you use a security guard assistant or a militia card?

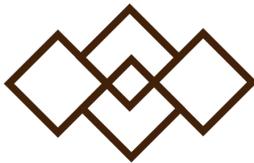
You decide to capture the reptile!

You accept the contract!

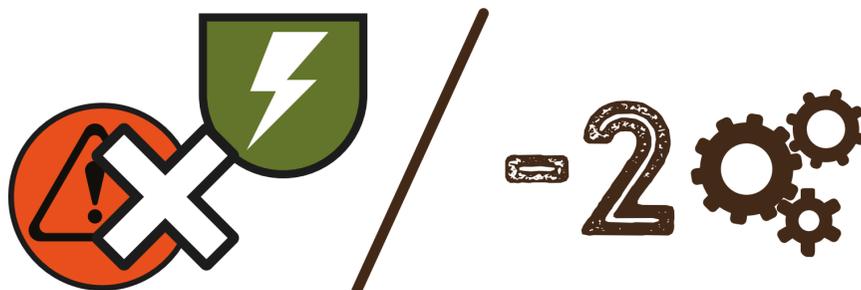


Spectacled snake

You have already lost a lot of time and your opponents are making progress. You decide to continue your way without intervening. The villagers are disappointed.



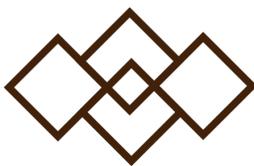
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**



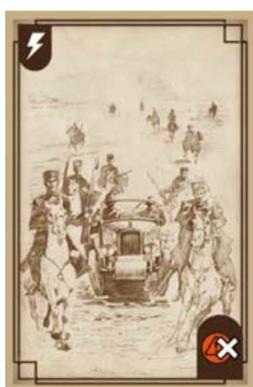


Spectacled snake

Your zoologist spots the animal but kills it, accidentally, during the capture! The population is unhappy and some want to lynch you because the cobra is a revered animal! You quickly leave the place, under the cover of an escort.



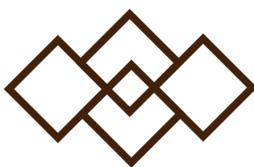
**Discard an militia card and continue on your way.
Otherwise your turn ends here.**





Spectacled snake

You take the day to look for and capture the cobra that you hand over to a trainer, in front of a population stunned by so much courage and respect of customs. The head of the village offers you hospitality which you cannot refuse. He gives you a Jaina manuscript on 15th century Indian paper.



Your tour ends there. If you bring the manuscript back to the finish line you will earn 5 victory points. Place a gold cube in your vehicle.





Death in stripes

The tiger (*Panthera Tigris*) is a carnivorous mammal of the felidae family. It is the largest wild feline and the largest land carnivore behind the Kodiak and polar bear. The Bengal tiger can reach 7.5f in length for 330p of muscles. It is a solitary animal that hunts day and night. When a tiger attacks a human being once, it usually attacks again, having found an easy prey. A tiger near a village is therefore a source of great fear.

Will you use a security guard assistant or a militia card?

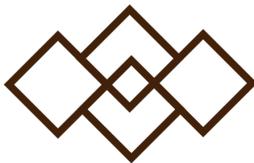
Wait until the hunt is over!

You go ahead regardless of the danger!

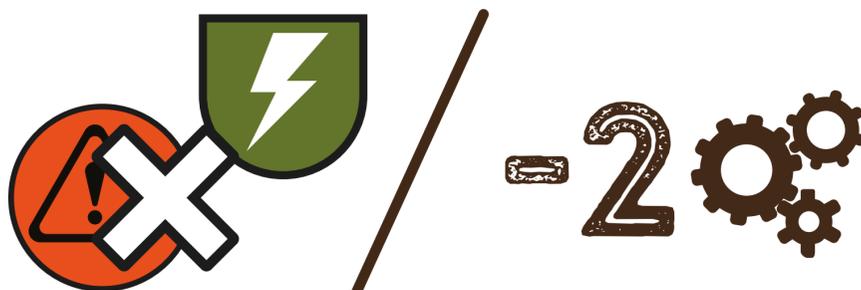


Death in stripes

The population asks you to provide assistance in locating the animal. You participate in the tracking. The animal discovered, you continue your road.



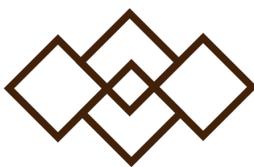
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**





Death in stripes

You arrive in the village just as the hunt for a man-eating tiger begins (3 children have been eaten). You do not participate in the hunt but you agree to stay in the village to protect the back. You take the opportunity to repair the vehicles.



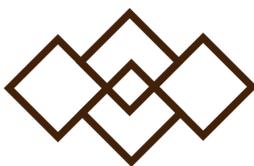
Your turn ends here but you gain 1 mechanic and 1 petrol.



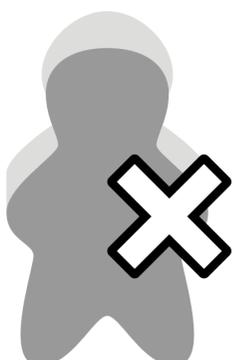


Death in stripes

You use your gunner who, at regular intervals, fires shots to scare the beast. Unfortunately, you are attacked by the beast, which injures one of your crew members. Your intervention allows you to repel the beast, but you'll have to heal the wounds!



**Discard one of your assistants, if you can't,
your turn ends here.**





The long-beaked crocodile

The Gavial du Gange is a crocodile of the size of its cousin of the Nile (up to 20f long). It has a very long jaw with 58 teeth on the upper part and 52 teeth on the lower part. This particularity makes the Gavial a piscivorous crocodile. It does not present any danger for the man but, in front of a group of about twenty of these prehistoric reptiles, it is obvious that the most courageous of the adventurers thinks twice before jumping into water!

Will you use a security guard assistant or a militia card?

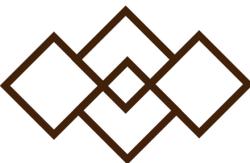
Will you go for it?

Waiting...

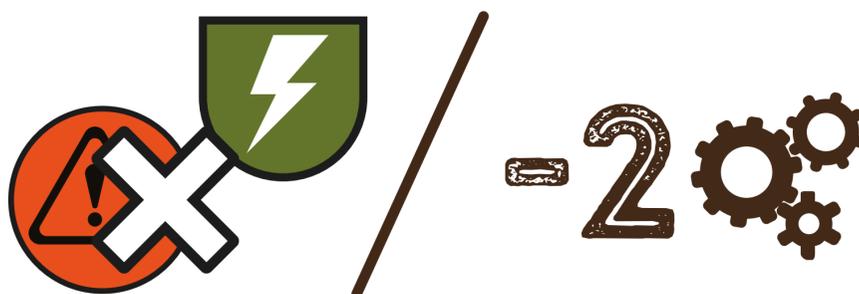


The long-beaked crocodile

You decide to send an escort to catch fish a little farther out, and then throw the catch as you head downstream! The gavial group heads for the escort. You can cross.



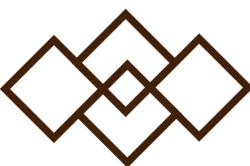
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**



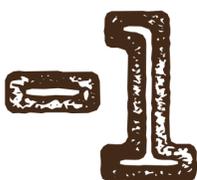
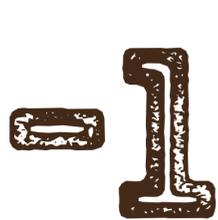


The long-beaked crocodile

There is a ford where the cattle have gathered. cattle. You are not known for your finesse and you decide to rush into the heap!



You lose 1 petrol and 1 mechanic. If you can't, your turn stops here.





The long-beaked crocodile

At night, the Gavial, a cold-blooded animal, can present no danger. You wait for the night to continue your route. You take advantage of this time to make sketches and photographs while revising your equipment.



Your turn ends here and you gain 1 mechanic.





The prehistoric tank

The Indian rhino, like its African cousin, is a very territorial animal. It is differentiated by its unique horn. Herbivorous, it generally lives alone but sometimes we can find groups of ten specimens. Females can become very aggressive when they have given birth and when an intruder enters their territory. This mammal is a real tank. Its skin is much thicker than that of its African counterpart.

Will you use a security guard assistant or a militia card?

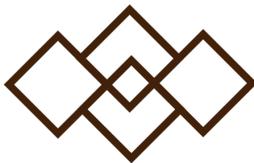
Going around the herd?

Nothing to do, you have to turn back?

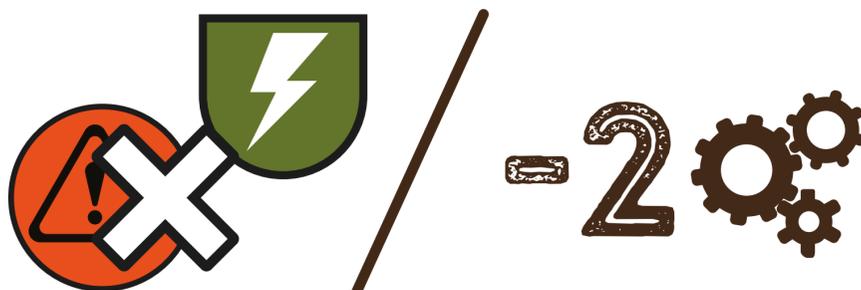


The prehistoric tank

The herd is not very important, hardly 5 individuals. You decide to go straight ahead! Unfortunately, in the group, there is a male who charges one of the vehicles.



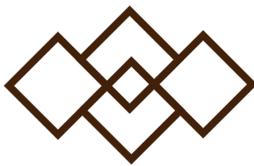
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**



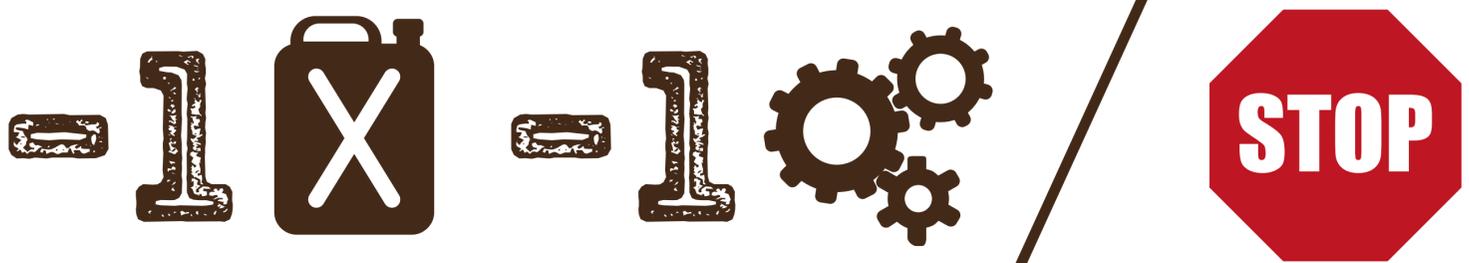


The prehistoric tank

You observe the surroundings and you decide to use an assistant who discovers a track parallel to the herd, a few kilometers away. You go around the herd. This lengthens the route and it is not easy!



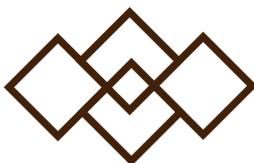
You lose 1 petrol and 1 mechanical. If you can't, your turn stops here.



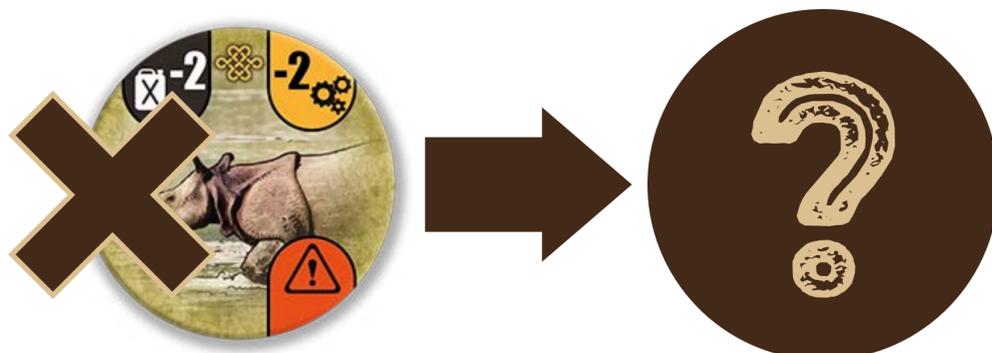


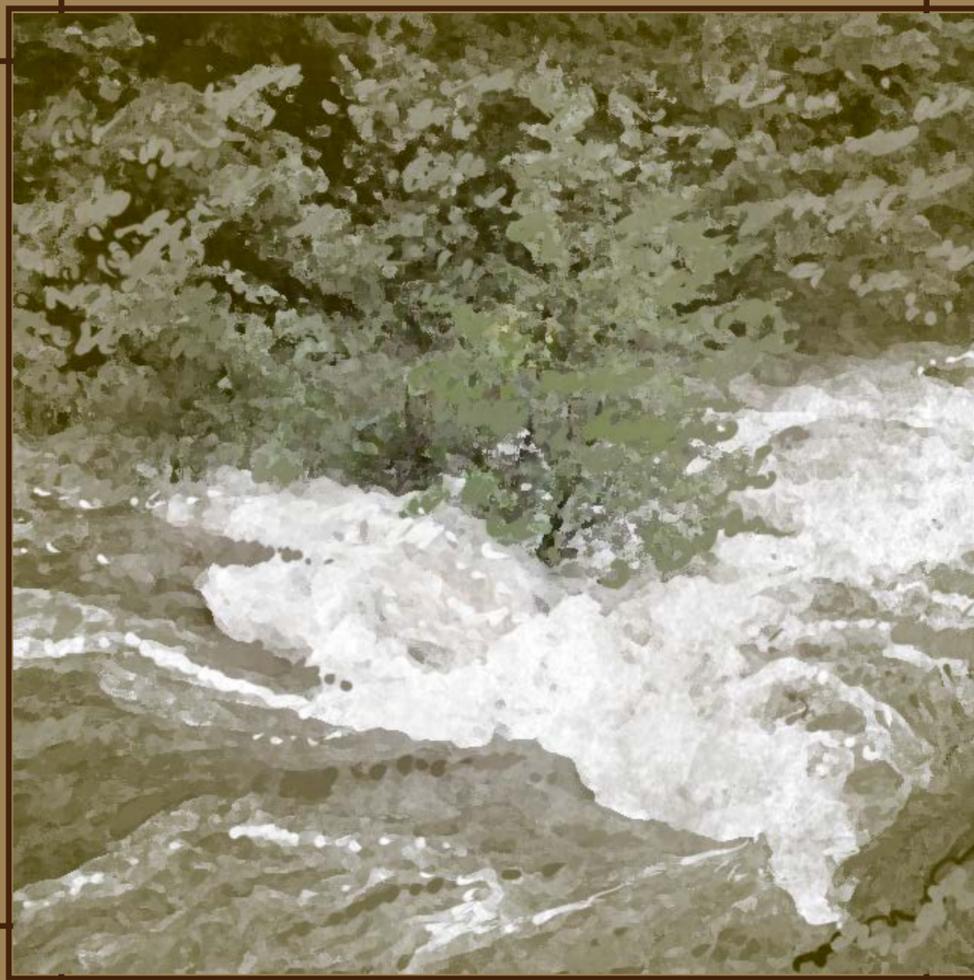
The prehistoric tank

So, you find yourself in front of quite a problem! The herd is made up, at the very least, of a dozen mammals with 5 young rhinoceroses. Impossible to attempt a crossing in the middle. No matter how hard you look, with binoculars, all around, there is no passable path.



Draw a new tile at random from the bag and replace it by discarding the «Rhinoceros» tile. You suffer the events of the new tile.





The flood trap

Asia cumulates several difficulties related to the planimetry of its terrain as well as its climate. Large parts of the territory are subtropical. These extreme conditions lead to gigantic evaporations, then to devastating rainfalls (monsoon season).

The river in front of you seems impassable!

You decide to cross?

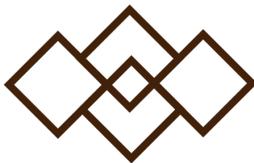
Looking for a lookout?

Are you waiting for the recession?



The flood trap

You decide to cross, whatever the cost. You locate a possible passage. You launch your vehicle, with all its power, which is carried away for several hundred meters. Your vehicle is hit by tree trunks carried away by the current but you continue on your way.



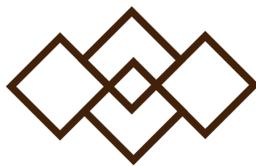
**You lose 1 petrol and 2 mechanics.
If you can't, your turn ends here.**





The flood trap

You are looking for a passage that you find. Only the talent of a skilled pilot will allow you to cross, safely without forcing the mechanics.



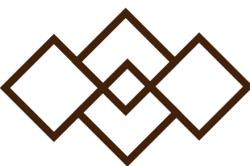
Discard a pilot card or lose 2 mechanics.



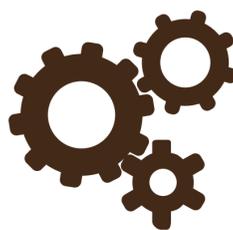


The flood trap

You set up the camp and wait for the water level to drop. You take the opportunity to make the necessary repairs. Your photographer and your etymologist have a great time!



Your turn ends here and you win 1 mechanic.





The passage

In Central Asia, the population does not know the use of mechanical power. The precipices are crossed with the help of pedestrian bridges. Your vehicles are therefore both too wide and too heavy for these superstructures, which are in danger of collapsing under their weight. You will have to be ingenious. You have already had to dismantle your vehicles but there, it is impossible to make a man cross with a bundle of parts of 88 pounds. This bridge can only support 176 pounds at the very least!

Disassembly and reassembly

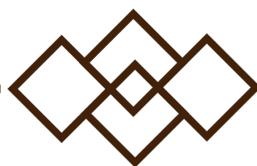
Every inch brings us closer to the goal!

This bridge does not bode well!

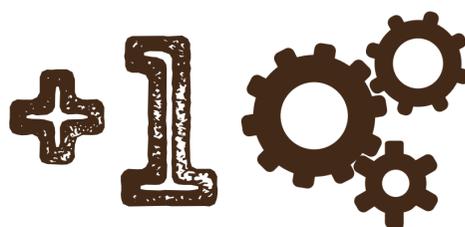


The passage

We take the good old disassembly technique but we mechanize the concept! Your tour stops here. On the other side of the slope, you transfer, by means of a mechanical zip line (1 cable in height wound around two pulleys, on both sides of the bridge) bundles of parts of 88 pounds each. During the reassembly, you will take the opportunity to clean some parts.



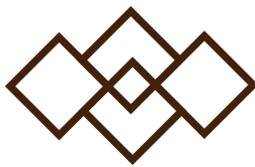
Your turn ends here and you gain 1 mechanic.



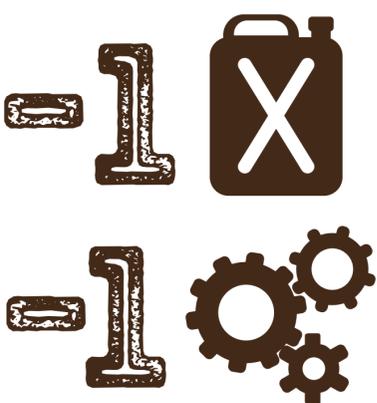


The passage

Frankly, the pitfalls are piling up. You waste too much time! We cross. You disassemble the bodywork and... Onward! The clutches smoke and the gasoline drops dramatically.



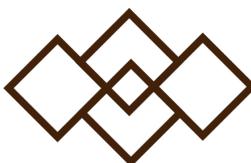
You lose one petrol and one mechanic. Then you can choose between discarding a driver card and continuing on your way... otherwise your turn ends here.



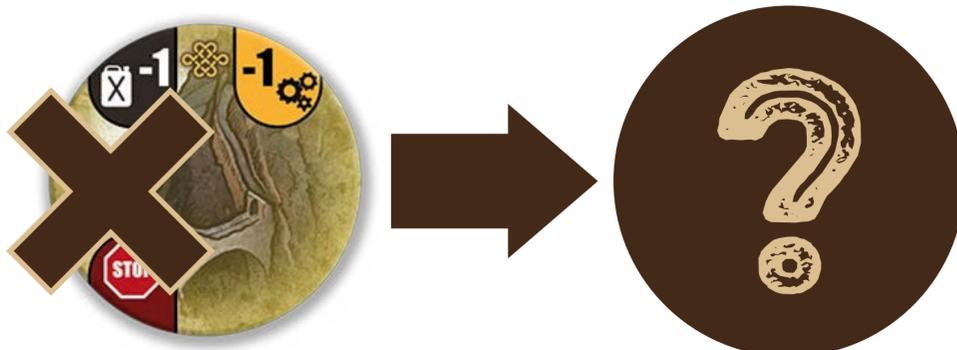


The passage

It is much too dangerous and the bridge cannot support the weight of a man loaded with 88 pounds of coins. You turn around to go around the obstacle.



Draw a new tile at random from the bag and replace it by discarding the «Passage» tile. You suffer the events of the new tile.





Seism

106 million years ago, India broke away from Africa. 50 million years later, it collided with Eurasia. Since then, the Indian block penetrates under the Himalayan block, at a rate of 2cm per year. The pressure that is exerted during this slide, causes very violent earthquakes that regularly reshape the landscape. Where, on the map, you had a road, you find yourself with thousands of cubic meters of rocks.

Where there is dynamite, there is a way!

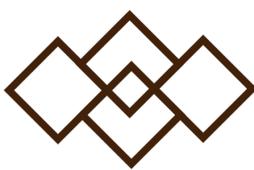
We look for another passage.

We need to retrace our steps!

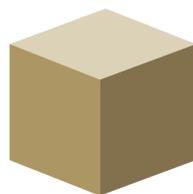


Seism

The population accompanies you on the site of the landslide. It has been several weeks that the axis is cut. They ask for your help. You use dynamite and your winches to clear the road. The chief of the village gives you a Tibetan bell which should bring you luck.



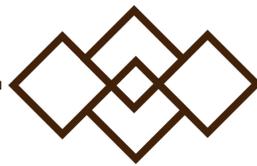
Your turn ends here. If you bring the Tibetan bell back to the finish line you will earn 5 victory points. Place a gold cube in your vehicle.





Seism

On the map, you can see that there is another passage. However, you will have to do some off-roading to reach the ridge. You will have to call for information on the feasibility of this new route.



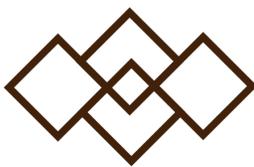
Discard a pilot card or lose 2 mechanics.



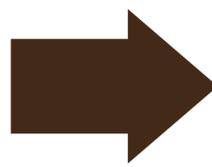
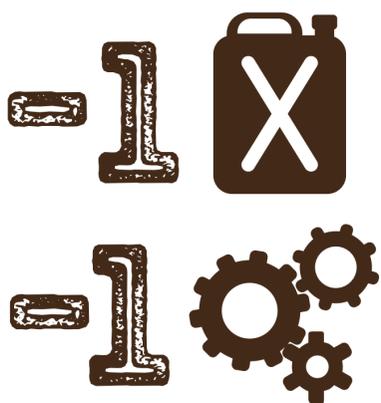


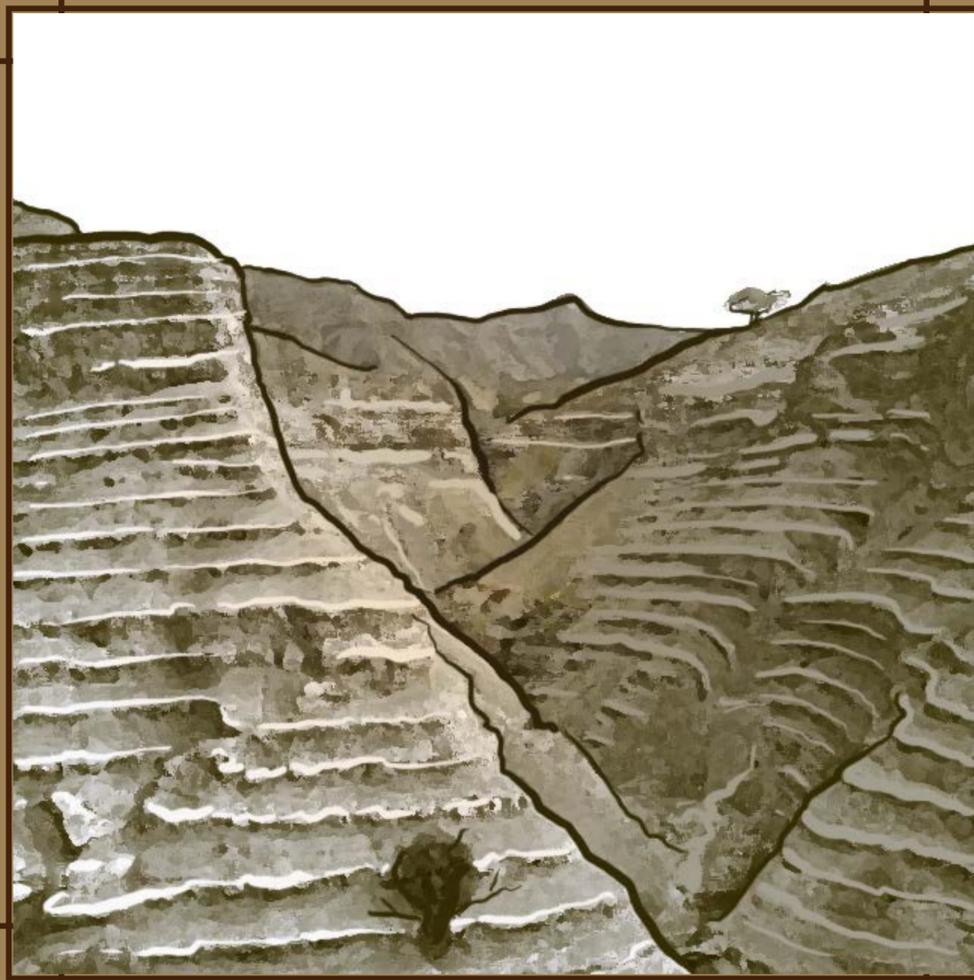
Seism

You have no other solution than to go back on your steps and bypass the landslide. Already that on the way out, the road was tricky and you broke some track bearings, it is going to be a real pain again, this momentary retreat!



**You lose 1 petrol and 1 mechanic.
Then draw a new tile at random from the bag
and replace it by discarding the «Passage» tile.
You suffer the events of the new tile.**





Talwegs

The mountain ranges in Asia were formed essentially by the percussion between the Indian plate and Asia. This percussion folded the surface of the land, making a chaotic, rugged landscape emerge. You find yourself facing dizzying walls, dangerous ridges and, at the bottom, defiles, called Talwegs. Which axis will you follow? The safety will want you to follow the bottom of the valleys but, beware of rainfall. The ridges may seem safer, but they will make you take detours!

You follow the thalweg

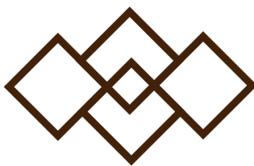
You go down one side to go up the other!

You follow the ridge line!



Talwegs

It is chaotic, winding but you follow the bed of what can become a river, in case of torrential rains. So you are careful and try to pass this passage, quickly.



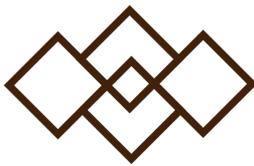
Discard a driver card and lose 2 petrols. Otherwise your turn ends here.





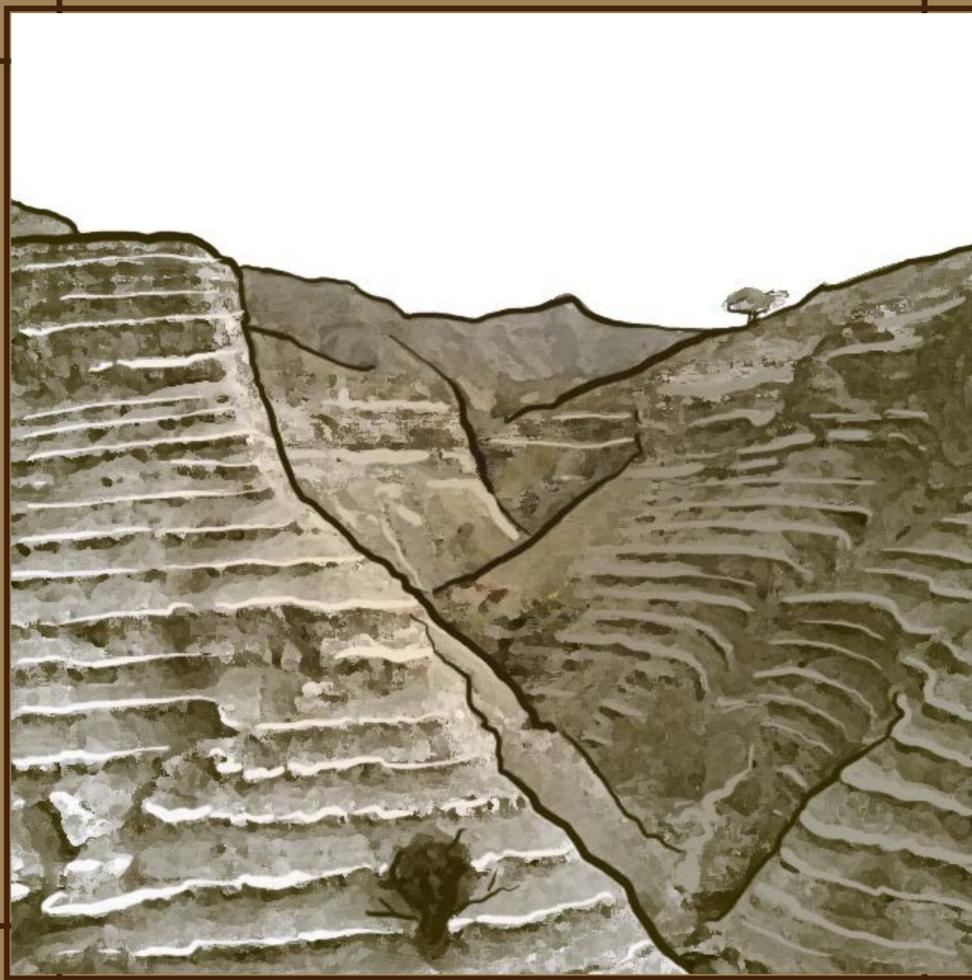
Talwegs

For the descent, no need of gasoline and to go up, you use the winches of the vehicles. This will take all day!



Your turn stops here.





Talwegs

You decide to follow the ridge line. You will make many detours and the mechanics will have to endure more time on chaotic terrain.

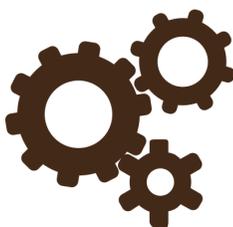


**Vous perdez une essence et une mécanique.
Sinon votre tour s'arrête là.**

-2



-1





Canyon

Millions of years ago, in these lands, immense glaciers shaped the rock, dug it. Then the melting left steep walls of several hundred meters, with, at the bottom, impetuous rivers, vestiges of these mastodons of ice. To follow the course of the river could make you save a precious time. But the rapids, the waterfalls can make the trip deadly. Following the ridges will be long and tedious, but perhaps safer.

Turn around!

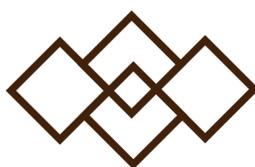
Are you going to the bottom of the canyon?

You follow the ridges!

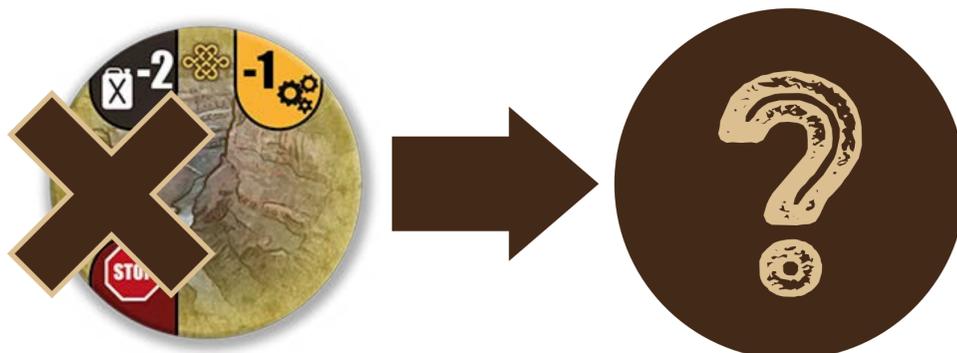


Canyon

You do your math and you realize that following the ridges will be a big gas guzzler. You decide to turn back.



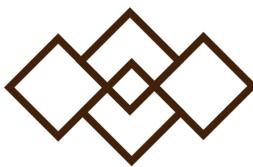
Then draw a new tile at random from the bag and replace it by discarding the «Canyon» tile. You suffer the events of the new tile.



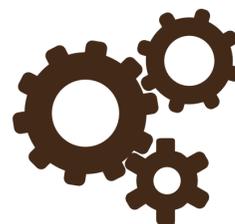


Canyon

You decide to carry out an adventure never realized until now: You join the bottom of the canyon and you build a raft. You follow the river for several dozen kilometers. You make kilometers without the use of your vehicle.



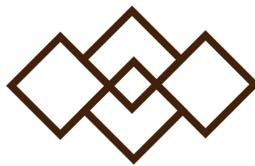
**Your turn ends here.
You earn a petrol and a mechanic.**





Canyon

You don't take any risks and you don't want to waste time. The opponents are on your tail! You follow the advice of your cartographer and follow the ridges. It's long but it's the most direct.



Discard a Cartographer card and lose an essence. Otherwise your turn ends here.





The Monsoon season

When rainfall accumulates, the mountainous foothills become funnels. The water arrives in rivers, until then peaceful, with a force due to the steep slopes. These mountain torrents are sinuous, cluttered with rocks, which increases the tumult and the danger of this sudden water flow. Powerful bottom currents, of the vortex type, can be created. The crossing is particularly dangerous. The water is cold. Falling in these rivers quickly leads to hypothermia which can be fatal.

With winches, you decide to use force.

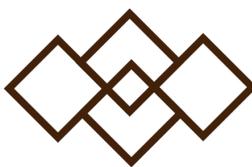
We have to get around it!

You dismantle the vehicle!



The Monsoon season

You take an escort to the other side, with the winch cable of your vehicle, which you hook to a huge rock. With the help of the engine power and the pulling force of the winch, you cross.



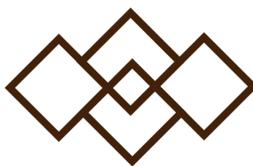
Discard an Militia card and lose a mechanics.
Otherwise your turn ends here.





The Monsoon season

The impossibility of crossing this river, which is usually forces you to retrace your steps. You will have to find another way!



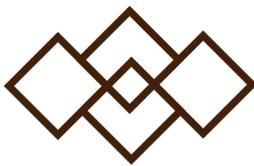
Go back to the previous tile and your turn ends here.



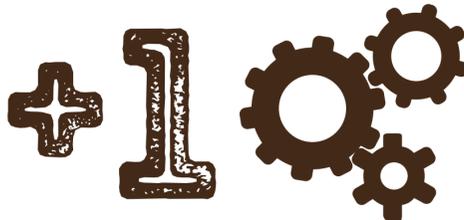


The Monsoon season

You set up a zip line. You transfer the vehicle, on the other side of the slope, in spare parts. The assembly of the zip line and the disassembly and reassembly of the vehicle will take all day. You take the opportunity to clean the mechanical parts which lengthens the life of the parts.



Your turn ends here. You win 1 mechanical part







Audible alert

The rattlesnake is found in the Americas from southern Canada to Argentina. When they feel in danger, these snakes quickly shake the end of their tail, which is made of a series of hollow keratin rings, independent of each other. This produces a rattling sound. The danger lies when setting up camp or when stopping: A bush, a rock or a burrow can shelter a rattlesnake.

Will you use a security guard assistant or a militia card?

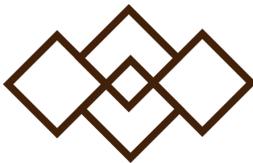
For science!

You follow tradition

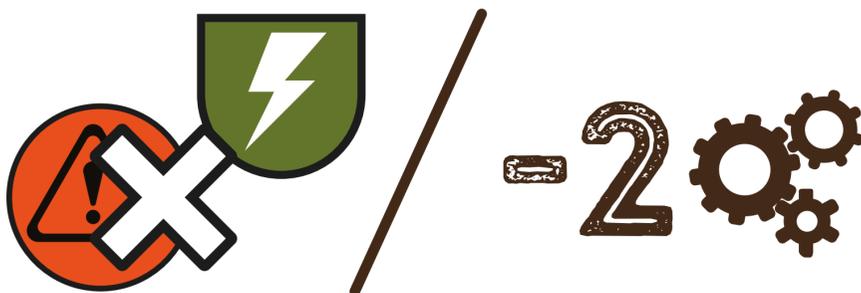


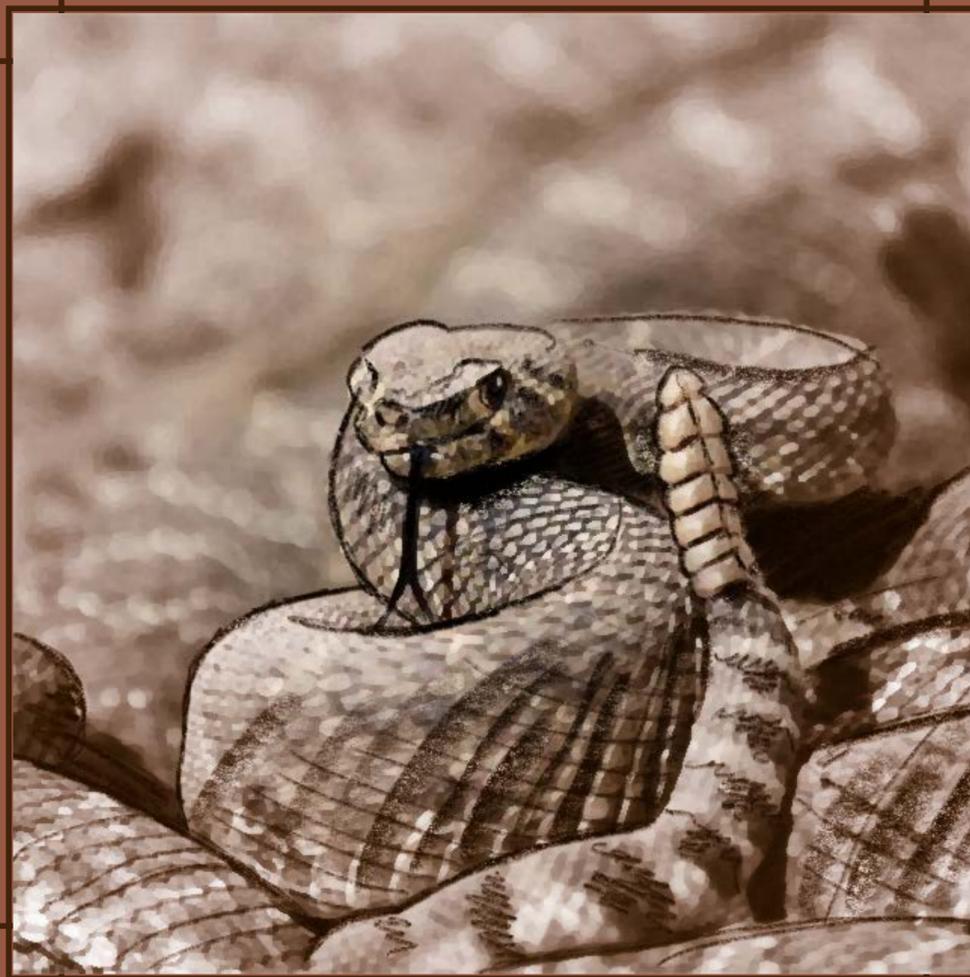
Audible alert

Only a specialist is able to flush out a rattlesnake and thus avoid unfortunate accidents...



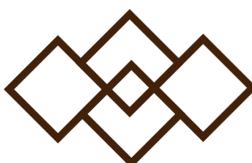
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**





Alerte sonore

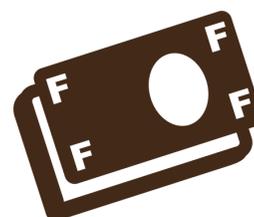
Recovering the animal in order to get venom is an excellent idea. This venom is sought after in the laboratories of the big cities in order to do research on an antidote. You decide to set up your camp (no resource expenditure) and, after retrieving a nice sized specimen, you collect its venom by making it bite the sides of a jar.

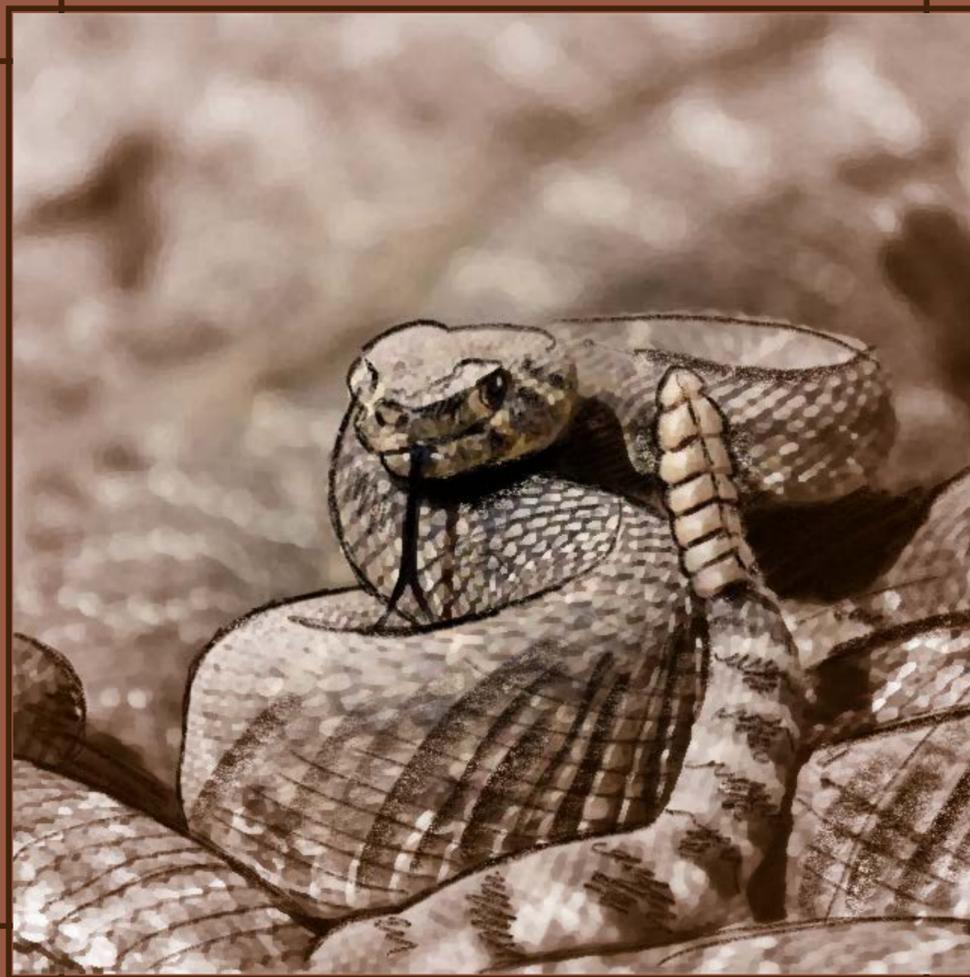


Your turn ends here but you take a sample worth 20F



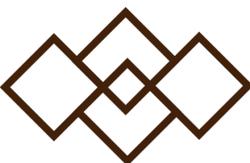
+ 20





Alerte sonore

You come into contact with the Chiricahua Apaches who invite you to taste rattlesnake. You set up camp and go snake hunting. During the meal, the chief of the tribe honors you with a magnificent Indian headdress made of real eagle feathers. It is a prestigious gift.



You receive a gold cube. If you bring this cube to the finish line, you gain 5 victory points.





The emblematic mammal of the USA

Before the arrival of European settlers, the North American bison numbered between 50 and 70 million heads. Its near disappearance is linked to two major facts: The first was to take the skin to make coats, bags. The carcass was often left on site. Then in a second time, the American army actively approved these massacres because they weakened the Amerindian population by removing its main source of food.

Will you use a security guard assistant or a militia card?

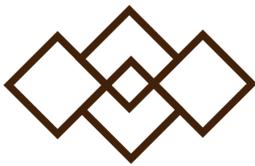
Beware, you are not at home!

The fantastic ride!

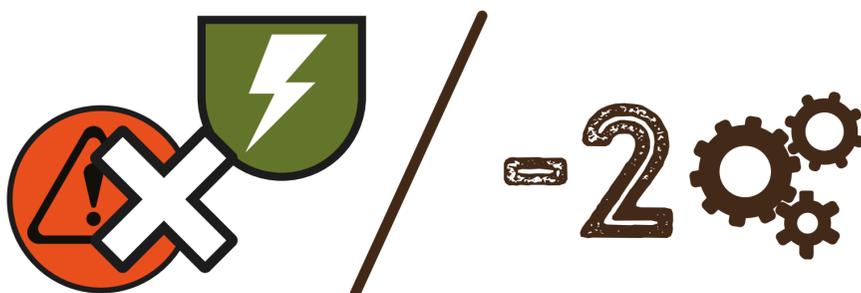


The emblematic mammal of the USA

Like any herd of wild mammals, the danger is numbers and movement. You decide to cross this herd of several hundred heads, smoothly, quietly. Your filmmaker and photographer take advantage of this opportunity to take some unforgettable shots.



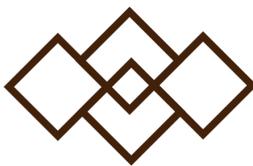
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**





The emblematic mammal of the USA

You fire a few shots in the air and the herd leaves. You can now drive quietly. At the exit of the great plain, a welcoming committee of Cheyenne awaits you! The animals were on their territory. Negotiations take part of the day and end late in the night.



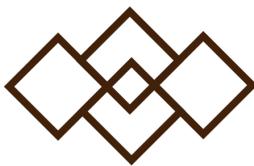
Your turn ends here. If you have Eugene Bullard, you can get back on the road.



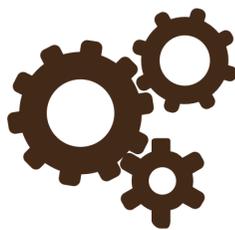


The emblematic mammal of the USA

You move forward and the herd leaves, suddenly, in the opposite direction. So you follow the movement, taken by the euphoria of the ride, you go with the herd.



**You lose an petrol and a mechanic
Otherwise your tour ends here.**





The pack of the great spaces

The American Grey Wolf is found mainly in the Rocky Mountains of North America and Canada. It is the mammal with the largest distribution in the world. It can be seen throughout the northern hemisphere, in Europe and it has conquered the forest, the tundra, the deserts, the plains or the mountains. It is carnivorous and lives in packs. It must consume 17% of its weight in meat, per day.

Will you use a security guard assistant or a militia card?

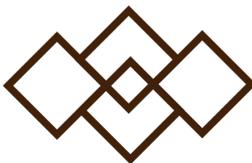
Let's give them something to eat!

Use the native American culture method

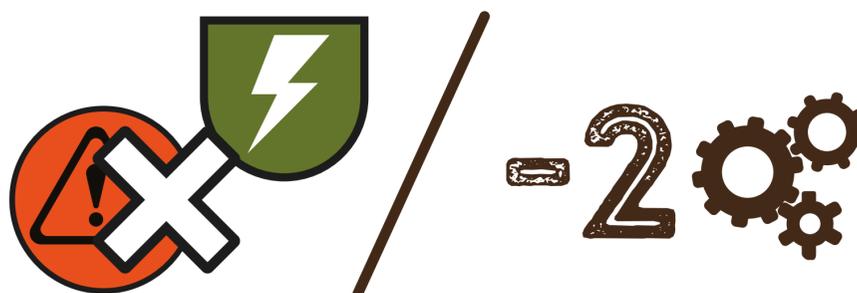


The pack of the great spaces

You use your shooters to scare the pack that follows you. You drive at the maximum mechanical power of your vehicles and, from time to time, you fire a shot.



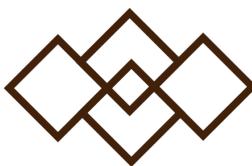
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**



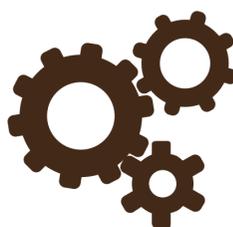


The pack of the great spaces

You kill a deer that you abandoned near your camp, when you left. Then, discreetly, you raise the camp. The pack throws itself on the deer's remains and you take off.



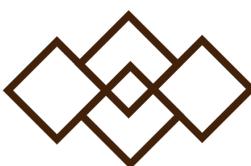
**You lose a petrol and a mechanic.
Otherwise, your turn is over.**





The pack of the great spaces

The chief of the Ktunaxa tribe gives you a bag of rotten fish. In order to chase away the pack that is following you and is now in his territory, you must attract a bear that is a predator of the wolf. You hang this bag in a tree. A few minutes later, a couple of bears arrive at the edge of the forest. You join your vehicles and leave discreetly in the opposite direction. The pack has been attracted by the smell but is facing the two bears. They have other problems to deal with!



You can go on your way!



It's not a stuffed animal!

The brown bear is a plantigrade very widespread in America. It is also a protected species. The difficulty is that when it smells food, nothing stops it. Moreover, it is a very territorial animal. Any intruder in its living area, represents a danger for him. In case of an attack, it is necessary to put itself on the ground and not to move. The movement triggers, in him, a predatory instinct. If the «prey» does not move, he does not feel in danger and tends to stop his charge.

Will you use a security guard assistant or a militia card?

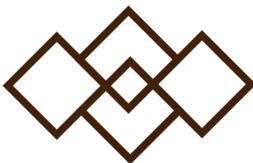
Everyone is tired!

Trap the area!

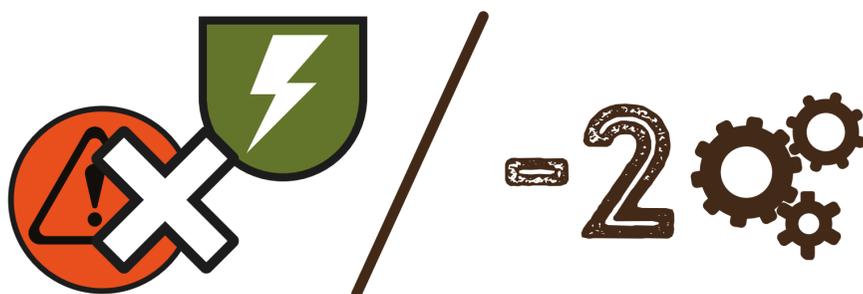


It's not a stuffed animal!

Repeated gunfire from your escort deters the bear from approaching your camp.



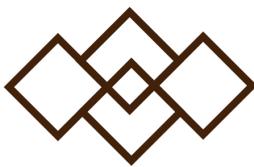
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**



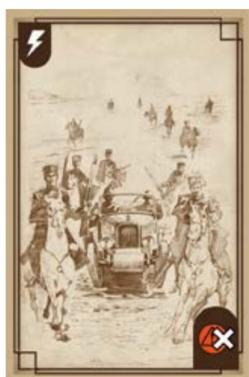


It's not a stuffed animal!

There is nothing to do, you need to give your team members a break. However, as long as this bear is in the area, you will not be safe. You decide to set up camp and do guard duty.



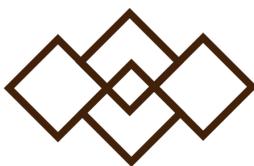
**Discard an militia card
Otherwise your turn ends here.**





It's not a stuffed animal!

You set up your camp. All around, you set up a gully and pour gasoline. You set up fast fuses connected to pyrotechnic traps that will be triggered when the animal passes. This way, no need for guards, everyone can sleep. You set up your camp. All around, you set up a gully and you run gasoline. You set up fast fuses connected to pyrotechnic traps that will be triggered when the animal passes. Thus, no need for guards, everyone can sleep.



You lose a petrol and your turn stops here.





Alligators

The alligator is part of the genus crocodilians and the family of alligatoridae. It has a wider snout than the crocodiles. It can weigh up to 800p and measure 13f. They live in ponds, swamps and marshes. Males are solitary and territorial. When it is in the water, it can look like a driftwood. If you make this mistake, the attack will be as quick as it is fast!

Will you use a security guard assistant or a militia card?

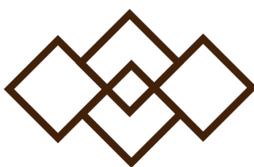
Let's look for another passage!

There are other emergencies!

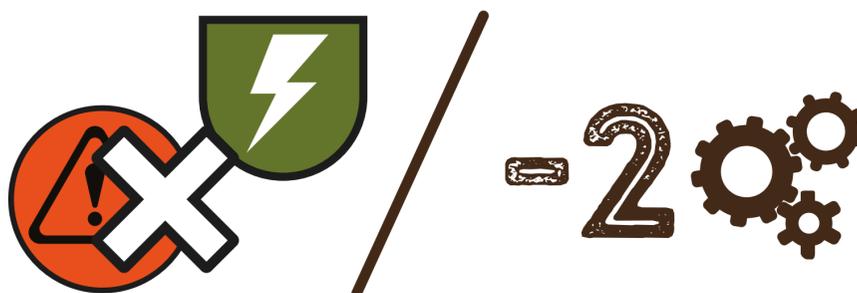


Alligators

The alligator cannot lift itself. It moves at ground level. You get everyone into the vehicle, put your best driver behind the wheel, and drive by, at reduced speed under the watchful eye of your security guard.



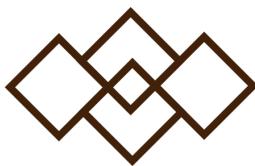
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**





Alligators

The group of saurians is too numerous and crossing seems suicidal. One of your cartographers seems to have found another less dangerous passage.



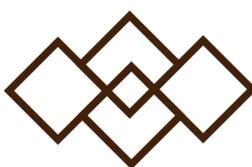
Discard a cartographer's card and continue on your way, otherwise your turn ends here.



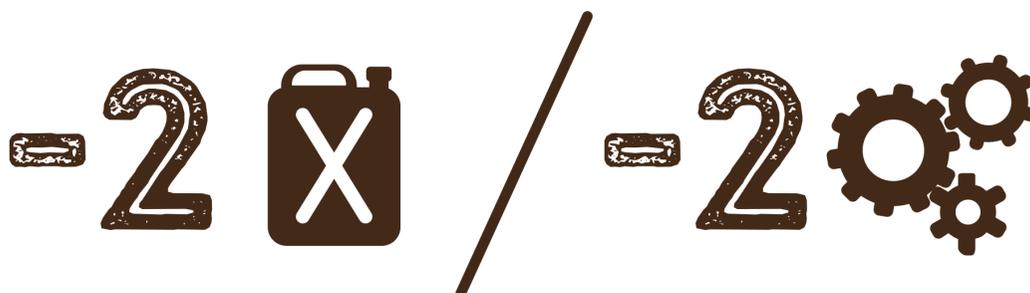


Alligators

You don't have your best pilot at your disposal because he is affected by amoebic dysentery. You decide to reach the next town as quickly as possible to take him to a doctor at any cost!



You lose 2 petrols by going around the alligators or you lose 2 mechanics by forcing your way through.





The lonely hunter

The Puma, also called mountain lion or Cougar, is a carnivorous mammal that belongs to the felid family. It is a solitary animal that weighs up to 100kg and can reach speeds of up to 80km/h. It is a predator that can turn into a scavenger, depending on the opportunities. It will invariably sniff out food and, being very territorial, it will try to attack to chase away intruders and feed.

Will you use a security guard assistant or a militia card?

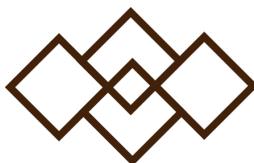
The number will make him run away!

Patience is the mother of serenity!

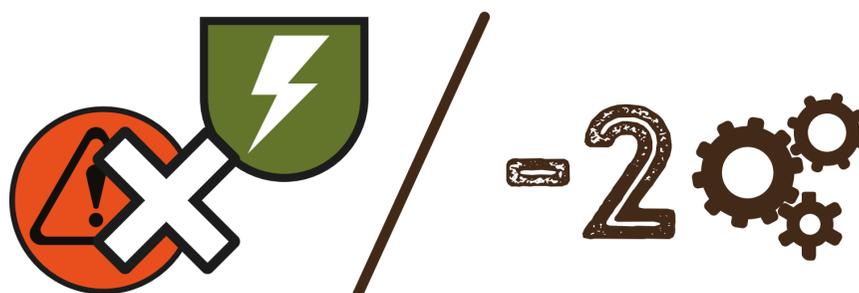


The lonely hunter

As you are about to start a long crossing in a mountainous landscape, you notice a silhouette perched on a boulder: a Puma! You use your gun to scare the beast, then you start to move forward, serenely, under the protection of your hunter!



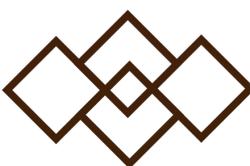
**Discard an security guard assistant or an militia card.
If you can't, lose 2 mechanics.**



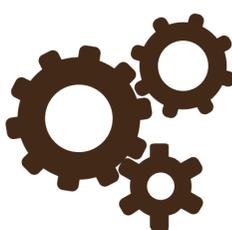


The lonely hunter

You decide to go for it, hoping that the noise of the engines will make it flee. So you give the order to force the mechanics and drive at full speed, despite the difficult terrain.



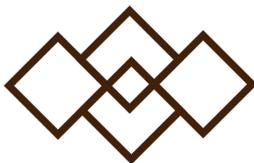
**You lose one petrol and one mechanic,
otherwise your turn stops here.**





The lonely hunter

The Puma is not a nocturnal animal. You have seen the animal, but, obviously, it did not detect you because, you have the wind against you. You decide to wait for the night, without trying to make the feline flee, then, when the darkness has finally fallen, you take the road again, as discreetly as possible.



Your turn stops here.





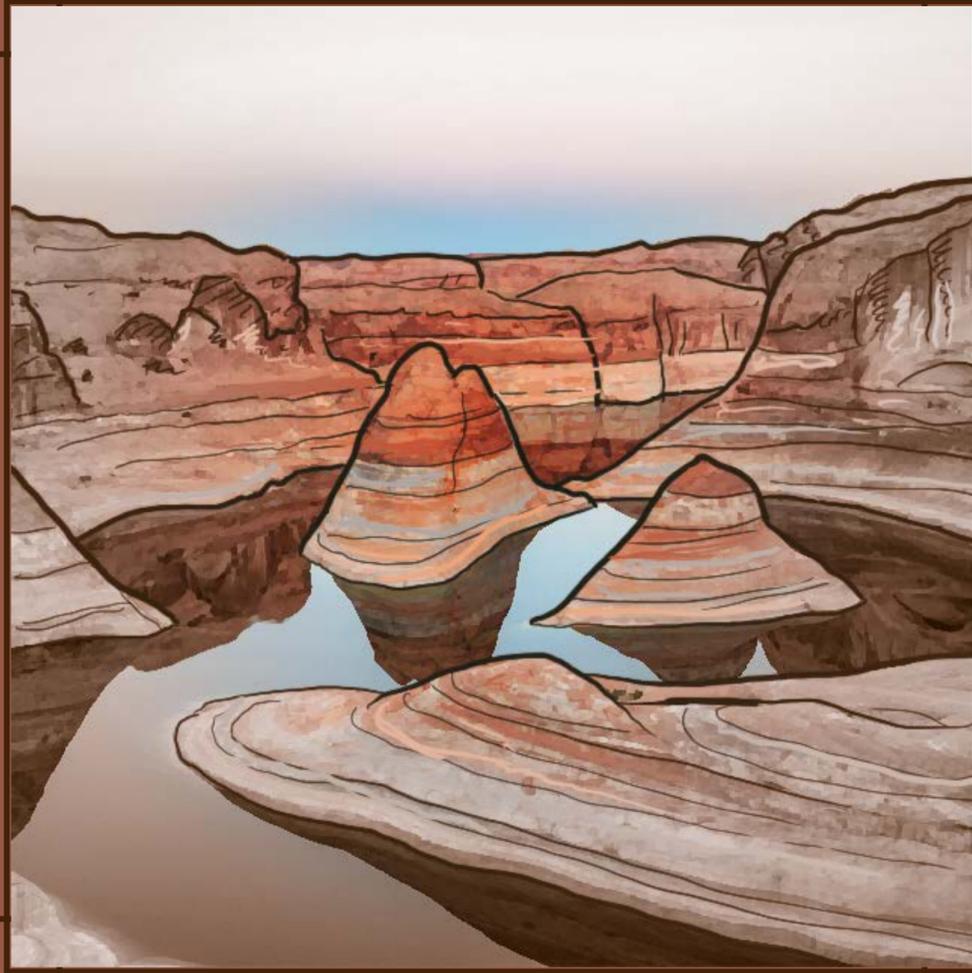
The country of all extremes

The crossing of vast expanses dug in the rock is usually done by descending in the canyons or the talwegs. The floods that have ravaged the landscape for several weeks now force you to follow the ridges. Where the road appeared on your map, in front of your amazed eyes, you have a river! So will you have to follow the ridge line again, but that will make you do tens of kilometers more or play «Indiana Jones» again!

What if we followed the river?

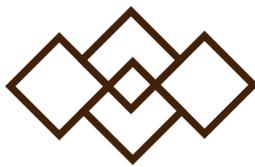
We'll follow the caldera!

The situation is chaotic but not hopeless!

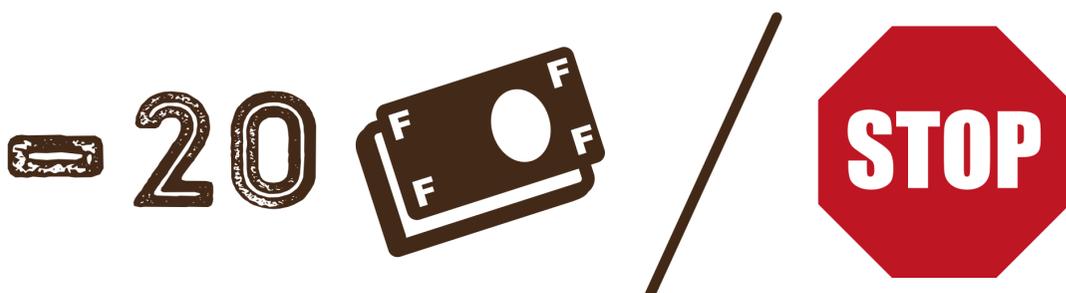


The country of all extremes

You build rafts. You dismantle the vehicle and place the parts on the different ships. After distributing the staff to balance the boats, like Noah with his Ark, you go down this river. You take with you a member of the Arapaho tribe, who knows perfectly well the dangers of this ephemeral river, and offer him 20F in thanks for his help.



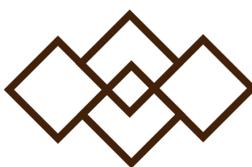
**You lose 20F otherwise your turn stops here.
If you have Eugene Bullard, the Arapahos help you,
free of charge.**



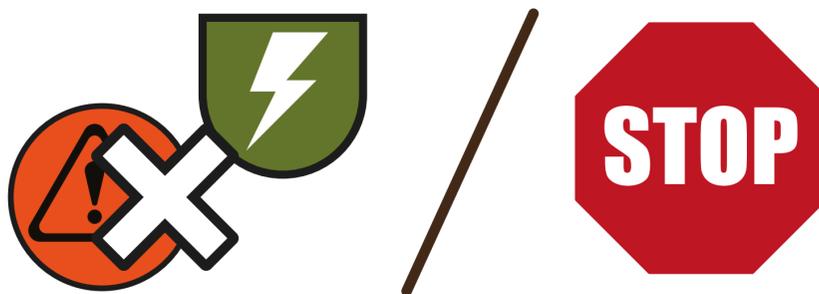


The country of all extremes

You decide to follow the stream, but, by taking height. Your difficulty: Find a lookout, allowing you to cross to the other side. You send an escort in front of your axis of progression. You drive slowly while waiting for the information.



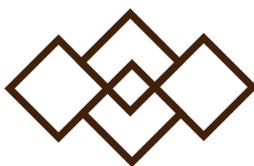
Discard a security guard or a militia card otherwise your turn ends here.



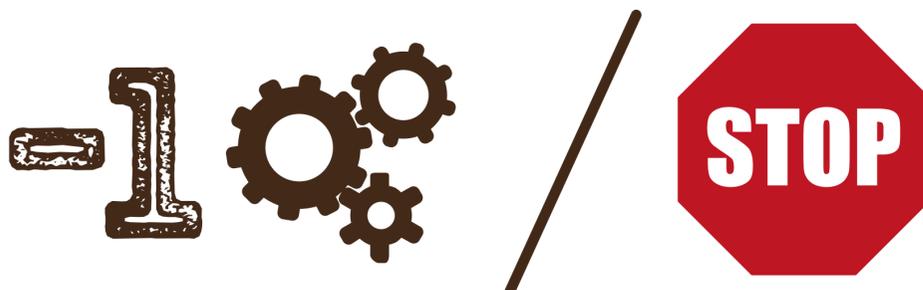


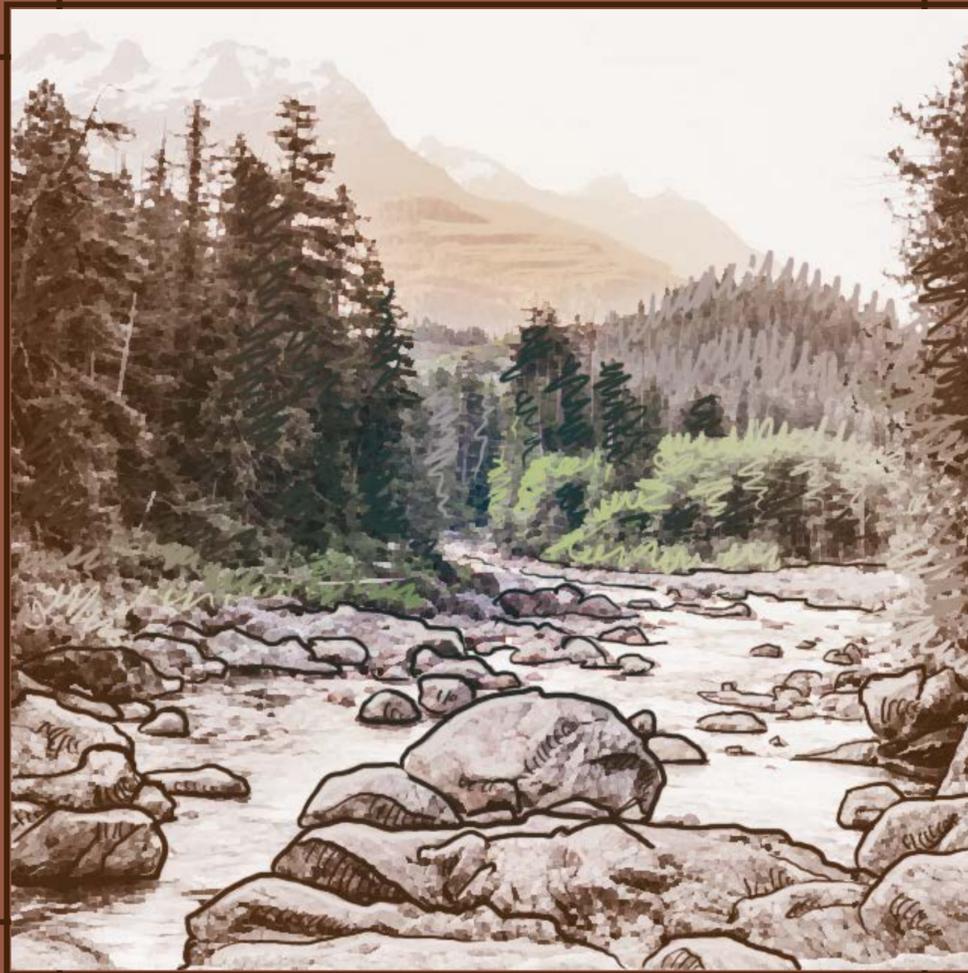
The country of all extremes

Well, let's take stock! Your fuel is running low, your opponents are about to overtake you and you are alone, without any natives. You build a large raft and put your vehicle on it. Then you go down the river. It's dangerous, chaotic and you lose some spare parts in the rapids but you arrive on a calmer zone which allows you to resume your route.



**You lose a mechanic,
otherwise your tour stops here.**





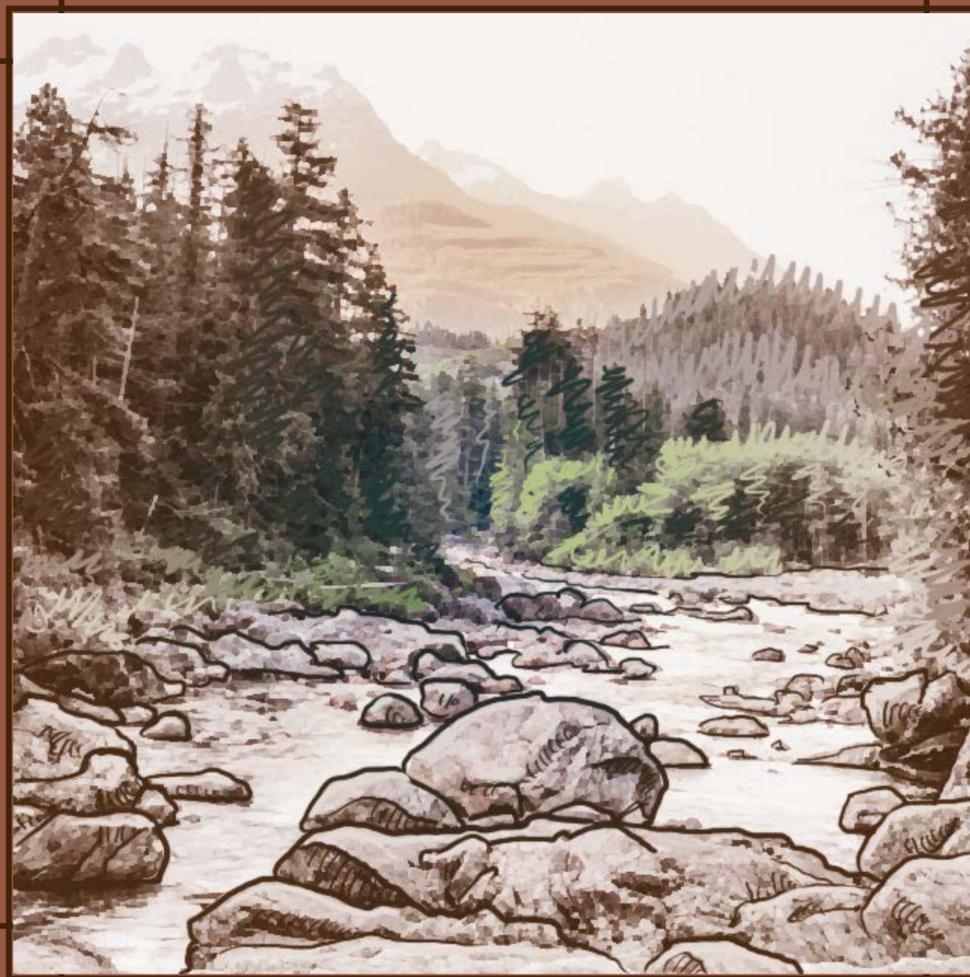
Wild and beautiful

In 1930, the great rivers of America had not yet been tamed. The Hoover Dam on the Colorado River, at the border of Arizona and Nevada, was not effective until September 30, 1935. The currents generated are deadly. Decisions had to be made to continue the journey, in complete safety.

We go by force

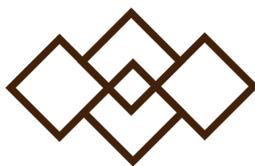
We wait for the recession, nature is king!

We pass away!



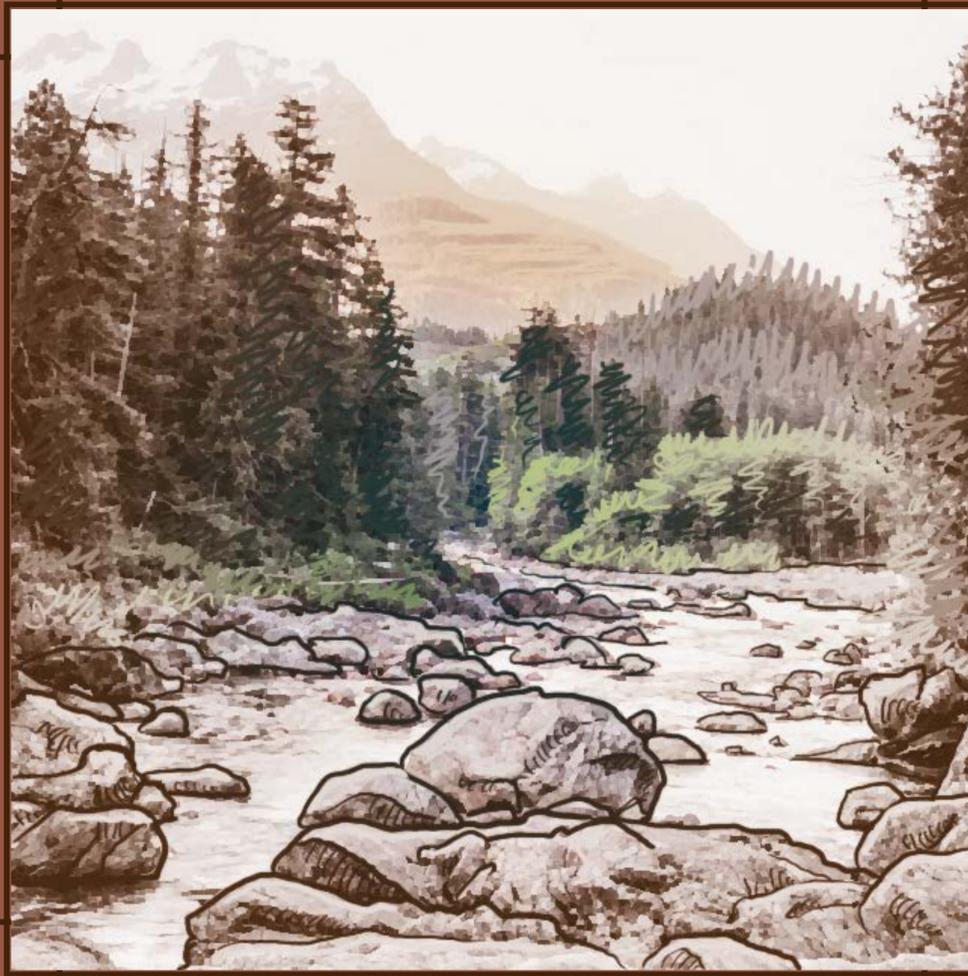
Wild and beautiful

You decide to attempt a crossing, while the flooding is still in its early stages! A team member crosses with cables. Then, using a winch, you force your way across the river.



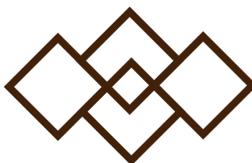
**Discard a security guard or an militia card
otherwise your turn ends here.**



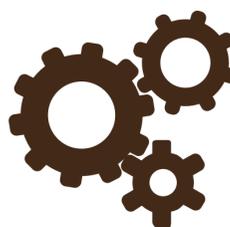


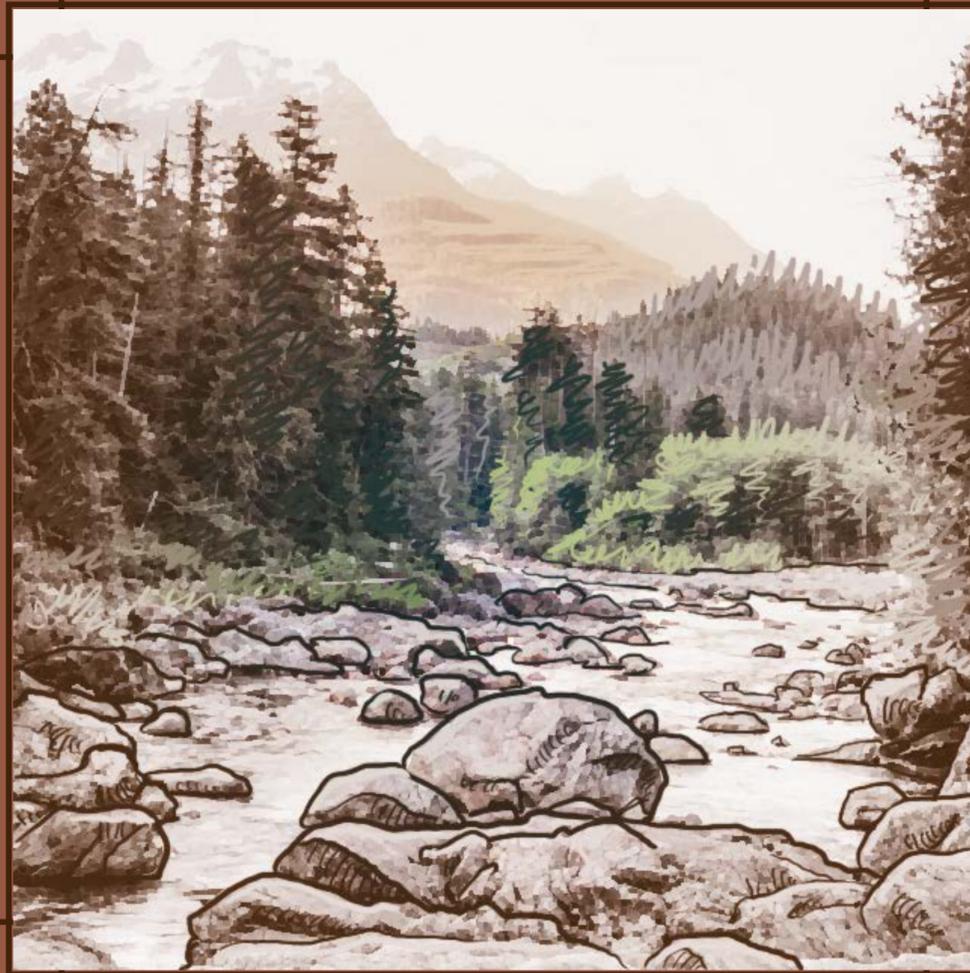
Wild and beautiful

Nature is stronger than mechanics. You have a bit of a head start. You decide to make your camp a little inland, on a height. You take the opportunity to change oil and repair the equipment.



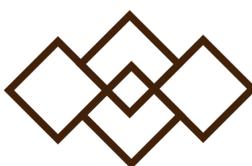
Your turn stops here and you win a mechanic.



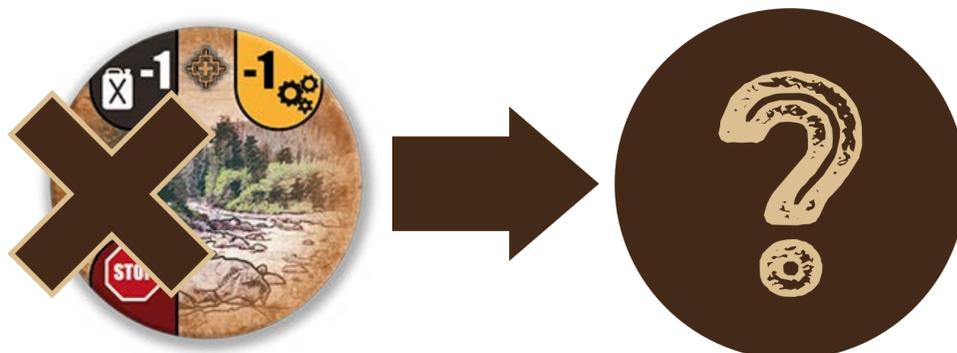


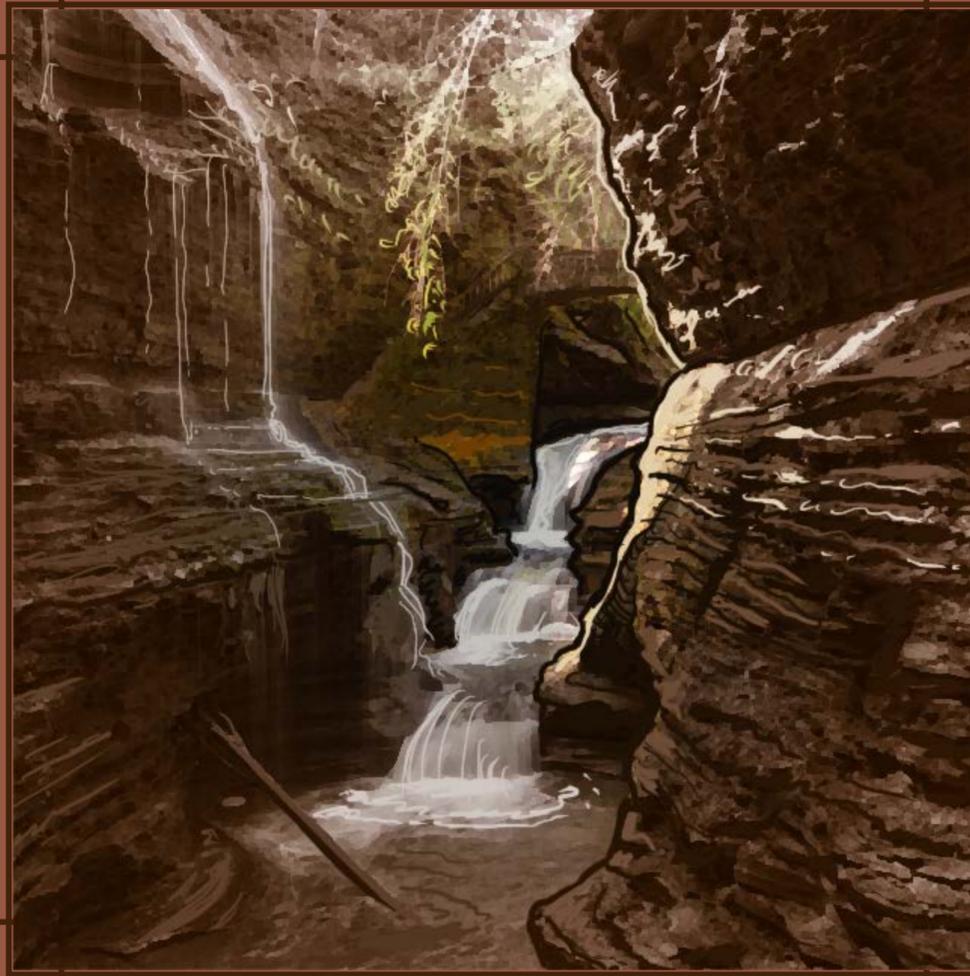
Wild and beautiful

The material is counted! You decide to go back on your steps rather than to take the risk to break your vehicle, the floods begin to block the axes your time is counted! So you turn back.



Then draw a new tile at random from the bag and replace it by discarding the «River» tile. You suffer the events of the new tile.





A great nature

In the land of immensity and grandeur, you should have anticipated that the waterfalls would pose logistical problems. They are numerous: Palouse, Multnomah, Yosemite Ramona, Shoshone and the great Falls of the Little Colorado nicknamed the Niagara Falls of the West. There are not many ways to cross these enchanting but dangerous obstacles. You will have to choose between time and resources!

Ingenuity at work!

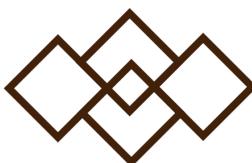
Could the Soshone tribes help you?

Getting around the obstacle?

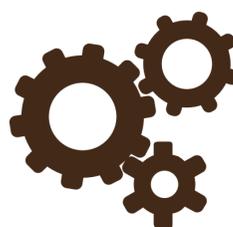


A great nature

You are going to use the good old method of the «tyrolienne»! A team member leaves on reconnaissance, with a cable, and joins the other side. Once the cable is in place, the vehicles are dismantled and the pieces are crossed, by 88 pounds pack, in the void, thanks to a certain difference in level between the departure and the arrival. Problem, there is a bit of breakage!



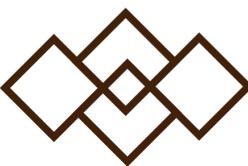
Your turn stops here and you lose a mechanic.





A great nature

It's insurmountable! You contact members of the Shoshone tribe, nicknamed Snakes. They are ready to help you by guiding you through a secret passage, in the mountain, which will allow you to cross this defile!



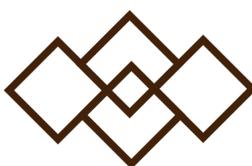
Unload a guide card and continue your journey otherwise your tour stops here!
If you have Eugene Bullard, it won't cost you anything and you can continue your journey!



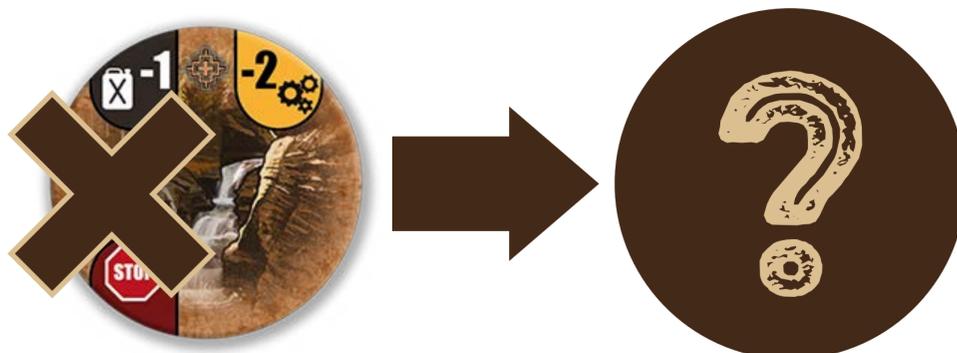


A great nature

So you turn around. Time is running out and your resources are dwindling!



Then draw a new tile at random from the bag and replace it by discarding the «Waterfall» tile. You suffer the events of the new tile.





Lakes instead of meadows!

It's been raining for two days without interruption. However, the race was looking good. In front of you, plains as far as the eye can see. When the rain finally stops, you discover a totally changed landscape. Instead of the plains of meadows, the surrounding mountains have made all the torrents of the region converge. You have in front of you, a whole series of lakes, on tens of kilometers, intersected with forests.

Application of A plan?

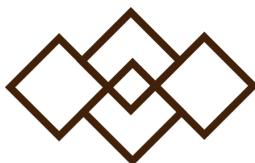
B plan could be a solution!

C plan is the simplest but it will have a cost!

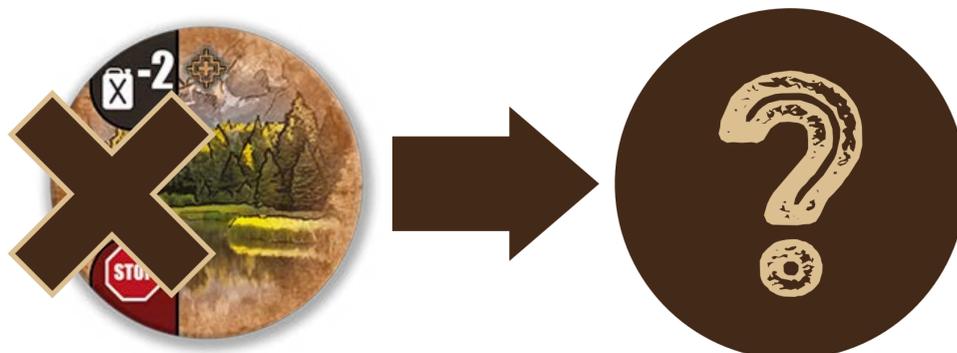


Lakes instead of meadows!

Plan A, as in... Well, we're up to our necks in water! You decide that the best solution is to turn around and go around this area.



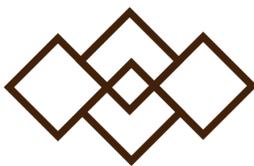
Then draw a new tile at random from the bag and replace it by discarding the «Lake» tile. You suffer the events of the new tile.





Lakes instead of meadows!

Plan B as in... Boat! You make a raft that you will pull between the different submerged areas. The vehicle will be hoisted from the banks, on the raft, during the crossings. But without a guide, it will be long!



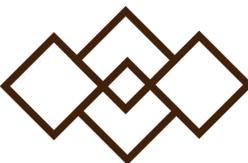
Discard a guide card and continue on your way, otherwise your tour ends here.





Lakes instead of meadows!

We're going to weave between the submerged parts! We will have to go back to the maps and find an alternate route!



Discard a cartographer and a petrol card then continue your route otherwise your tour stops here!





Erosion makes art

The landscape is magical, grandiose, majestic but particularly inhospitable. Millennia ago, the ocean covered these vast expanses. These canyons of Arizona represented the bottom of marine pits. Today, that ocean is gone. Wind and rain have done their work in this soft rock. But without a tracker, there's plenty to get lost in.

We won't go down, too hilly.

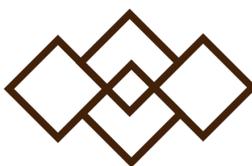
The Navajo Indians know the terrain.

We will do with our means.

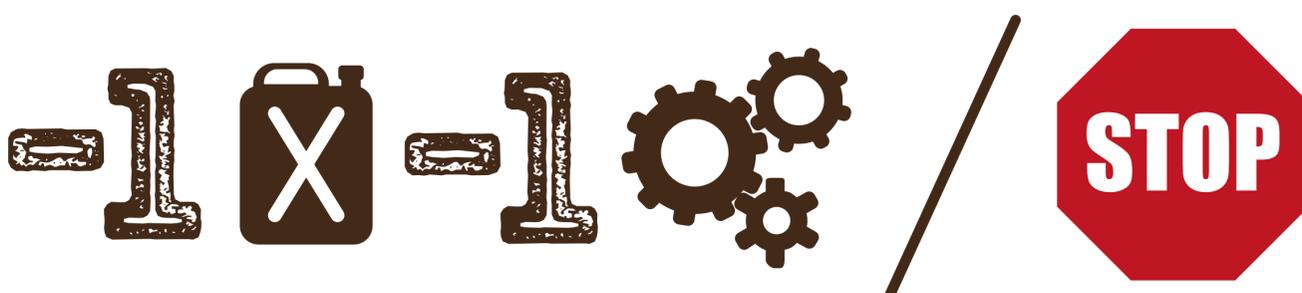


Erosion makes art

You decide to go for the simplest: You will follow the ridge lines. You are going to meet a lot of difficulties and the equipment is going to suffer because, you are going to drive in full sun and the water is going to miss for the vehicles. You use a tracker to anticipate the obstacles and try to limit the exposure time in this hell on earth!



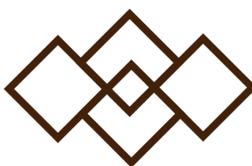
You lose a petrol and a mechanic then continue your road otherwise your turn stops there!





Erosion makes art

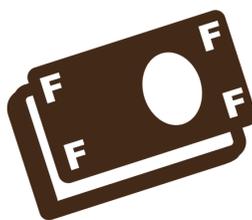
The temperature rises to 50°C. The water in the radiators evaporates. Water must be found quickly. Every hour, 11 liters are necessary for the vehicles. The Navajo Indians know this territory. You accept their deal! For 20F they make you cross this rocky maze, by joining the water points and, you must spend the evening with them.



Pay 20F and your turn ends there. If you have Eugene Bullard with you, it costs you nothing.



20





Erosion makes art

You decide to find your own way. You descend into the maze of canyons and wander around following the compass. There is no map of this territory. You are observed by the Navajo Indians, perched on the ridges. The errors of course, the dead ends, the rock slides, it takes you the whole day to leave this labyrinth.



Your tour stops here!





Frozen lake

America is the land of all extremes. In winter, in the Rocky Mountains, the lakes become frozen plains. The water turns into ice several meters thick. What was an inconvenience a few days before can become an advantage in order to cut the journey short. But be careful, the crossing is dangerous and, once in the middle, it is not good to hear some cracks! So, which choice should I make?

There is no problem, there are only solutions!

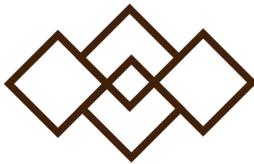
Too dangerous, we go around, we snake!

What would the Dakota tribe do?



Frozen lake

You fix planks coated with grease under the wheels and tracks. You make ropes of several tens of meters and, using tree trunks as a fixed point, thanks to half-cabes-tans, you haul the vehicles across the frozen lake. You need the whole day to realize this work of forçat!



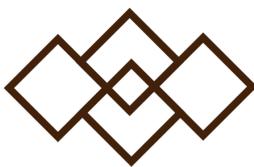
Your turn ends here!



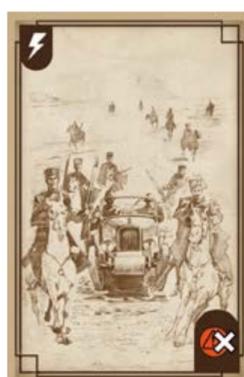


Frozen lake

This frozen lake does not inspire confidence. The vehicles are each over 3 tons! If the ice breaks in the middle, the whole expedition will be in mortal danger. You decide to meander between the submerged and frozen areas.



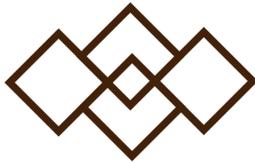
Discard a driver or escort card or your turn ends here!





Frozen lake

The chief of the Dakota tribe offers to transport your vehicle in parts. They use sleds that can be used on the frozen lake, but also on all the snowy areas in order to reach regions more accessible to the tracks. You accept. Your turn stops here but you don't lose any mechanics and you give 20F to this tribe. They give you a pipe, it's a real museum piece!



You pay 20F and you receive a gold cube. If you bring this cube to the finish line, you win 5 victory points.

