

# SEASON



## SEASON MODULE:

**Effect on game time:** Adds additional time to the game.

**Principle:** The SEASON module adds weather hazards to the game which all players must overcome.

**Set up:** Players choose which level of difficulty to use, either normal or difficult, and turn the SEASON board to the appropriate side. Next, the two WEATHER STATION cards are added to the RESOURCE deck and it is shuffled as normal. At the start of the first round of the game, the first player rolls a die to determine which SEASON the race will begin in.

**How it works:** At the beginning of each BIVOUAC PHASE, the first player rolls a die and compares the result with the conditions listed in the current season. If the result is not shown, then the weather is favorable and nothing happens. If the result of the die roll is represented, all players will add the cost of the weather condition to any tile they attempt to cross. The penalties can take many forms, such as: expending more fuel for each tile crossed, sustaining additional mechanical damage, or not being able to take a boat for transport.

**Note:** SEASON is the surprise module of The Great Race. Beware of the vagaries and the unforeseen consequences of catastrophic weather. Choosing when to set out and weighing the possibilities of foul weather conditions are imperative when planning your trip. SEASON adds time to the game and increases travel costs. All the modules that allow you to earn money will be useful to limit its effects.



## WEATHER STATION card (2x)

The WEATHER STATION card acts as a DRIVER card, but also offers protection from the effects of the weather on the tiles you are crossing during that drive action. Normal TERRAIN TILE requirements must still be fulfilled.



## In this example:

After initial set up, the first player rolls the die once to find out when the race starts. It is a 6, so the race begins in November/December. At the start of the next GAME TURN, the season advances to January/February. At the start of each BIVOUAC PHASE, the first player rolls the die to determine the current season race conditions. They roll a 1, making the race more difficult. For the remainder of the current GAME TURN, each TERRAIN TILE covered will cost one additional damage to either the ENGINE or CHASSIS gauge (player's choice).

# POSTAL



## POSTAL MODULE:

**Effect on game time:** Speeds up the game.

**Principle:** With the POSTAL service, players deliver parcels to the cities they go through and receive bonuses.

**Set-up:** Add the two EXPRESS DELIVERY cards to the RESOURCE deck and shuffle the deck. Before the start of the first round of gameplay, the first player draws parcels from the POSTAL bag one at a time and places them on the city tiles until each city contains a parcel. Each player then draws a parcel from the bag and places it in the back of their half-track.

**How it works:** When a player arrives in a city of the same color as the parcel on their half-track, the parcel cube is put back into the POSTAL bag and the player receives 30F. If there is currently a parcel on that city space, the player may then load it onto their vehicle. All loaded parcels must be delivered before picking up another package. During the MAINTENANCE PHASE, the first player draws and places a new parcel on each city currently without one.

**Note:** The Postal module adds a unique delivery mechanic to gameplay, requiring players to optimize their routes in order to earn precious parcel bonuses. Money means fuel, and fuel means miles. But beware, a handful of sand can be enough to undo a well oiled machine; in the POSTAL service, the theft of a targeted package by a quicker rival can prove the difference between winning and losing.



## EXPRESS DELIVERY CARD (2x)

The parcel currently in the player's half-track can be delivered to any city, regardless of color.

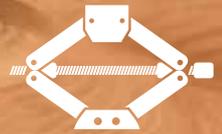


At the beginning of the game, place a cube from the mailbag on each city of the game board.



At the beginning of the game, each player randomly draws a cube from the bag and places it in his vehicle.

# PADDOCK



## PADDOCK MODULE:

**Effect on game time:** Slows down the game.

**Principle:** Enjoy the exceptional features of a unique vehicle.

**Setup:** Add the two PADDOCK cards to the RESOURCE deck and shuffle it. Next, choose either the pre-configured mode or free mode of gameplay.

**Pre-configured mode:** During game set-up, after choosing their crew, players take the PADDOCK card matching their vehicle color and set their gauges to match levels shown on the card.

**Free mode:** During game set-up, each player receives 150F in addition to regular starting funds. Starting with the first player (and in turn order), each player chooses either to: modify a gauge on their DASHBOARD, or pass. An increase of one gauge level costs 100F, a reduction of one gauge level pays 100F. Continuing in turn order, players may continue to modify their half-track or pass until all players have passed. Once all DASHBOARD gauges are determined, each gauge level should be set to their maximum limit and the game can start.

**Note:** With either of these two game modes, PADDOCK adds a noticeable asymmetrical element to The Great Race. In using the pre-configured vehicles or creating your own, the specifics of your half-track's abilities will give rivals significant information about your racing strategies.

## Pre-configured mode:

Use the «paddock» cards to configure the vehicle for your crew.



## PADDOCK Card (2x)

Play this card to change a gauge on your vehicle by one level. The modification can be used to raise a level (at a cost of 100F) or to decrease a level (for a profit of 100F).



# DIPLOMACY MODULE



## DIPLOMACY MODULE:

**Effect on game time:** Makes the game longer.

**Principle:** Corrupt influences and political uncertainties can complicate leaving a city, especially in a loud and over-sized half-track. Do you slowly grease the wheels of the local government? Or try to escape unscathed?

**Setup:** Choose the level of difficulty for DIPLOMACY. Add the two VISA cards to the RESOURCE deck and shuffle it. Place the DIPLOMACY BOARD next to the game board. Place one DIPLOMACY marker from each player on the first space of each line.

**How it works:** During the CONVOY PHASE, when leaving a city, roll a die. If the result is less than or equal to the level of your influence in the colour of the city, nothing happens.

If the result is higher, you decide whether your driver's action stops there or pay a bribe to get out of the city. The bribe is equal to the difference between your die roll and your influence level in the city color, multiplied by 20F.

**Increasing your influence:** Each line of the influence table corresponds to a city color. You can spend money to increase your influence at the beginning of one of your action phases. Each line of influence is independent, to increase your influence level in several lines you will have to pay, for each line, the price indicated to move your marker.

**Note:** DIPLOMACY is the module that will most significantly impact your financial reserves. With DIPLOMACY, there are two main ways to deal with it: either prevention, by investing on the DIPLOMACY BOARD, or take risks and tempt the devil every time you leave a city.

The DIPLOMACY BOARD is a grid of 40 octagonal markers arranged in 4 rows and 10 columns. The columns are labeled with influence levels: 10, 20, 30, 40, 50. The rows are color-coded: Row 1 (top) is blue, Row 2 is red, Row 3 is green, and Row 4 (bottom) is yellow. Each marker contains a die face. A white top hat icon is positioned above the 10 influence level marker in the blue row. A die roll of 3 is shown in a white circle above the 30 influence level marker in the red row. A text box points to this die roll, stating: "In this example, the white player must roll a 3 or less to exit a red city. He rolls the die and gets a 5, so he has to pay a 40 F bribe." A dashed vertical line runs through the center of the board. A black square icon with four white dots is at the top right. A white box with the text "Mode difficile" is at the top right, and a white box with the text "Mode facile" is at the bottom right. An inset image shows a Visa Card (2x) with a picture of a driver's seat and a horn.

**Mode difficile**

In this example, the white player must roll a 3 or less to exit a red city. He rolls the die and gets a 5, so he has to pay a 40 F bribe.

**Mode facile**

**Visa Card (2x)**  
Play this card to leave a city without rolling a die.

# REAL POLITIC by Chaps



**Real Politic** : This module is a variant of the DIPLOMACY module designed by Chaps, it reduces the randomness of the classic version in favor of more strategy. To be reserved for expert players...

**Setup**: Choose the difficulty of the DIPLOMACY board and place it next to the game board. The first player rolls the die. The latter is placed on the corresponding value obtained from the DIPLOMACY board. This value represents the level of diplomatic tension and the influence needed to leave the cities. Each player has 6 influence points which he must distribute as he wishes on the 4 tracks of the DIPLOMACY board before the game begins. The minimum on each colored track is 1 influence point.

**How it works**: On his turn, before a convoy phase, the player may increase his influence in a city color by paying the amount indicated on the Diplomacy board. When a player leaves a city, he can also remove an escort assistant from his board. This assistant will play the role of negotiator and can change the reference value of the diplomacy die by 1, up or down.

This new value applies immediately. From now on, all players must have at least the influence indicated by the new value of the die to leave a city. Or they will have to pay 20 F per missing influence level.



## DIPLOMAT CARDS (2x)

Allows to ignore the effects of diplomacy even if the level of influence is insufficient.



**In this example**: the white player wants to leave a red city. The diplomatic tension is 4, his influence level is 3. He can :

- choose to spend 30F to increase his influence permanently
- pay a 20F bribe to leave
- use an assistant «escort» to reduce the diplomatic tension by 1

As his influence levels are low, he chooses to reduce the diplomatic tension level by 1.



# PATRONAGE



## PATRONAGE MODULE:

**Effect on game time:** speeds up the game.

**Principle:** with patronage, each FINANCE action increases the interest of your patrons.

**Set up:** Add the two DANDY cards to the RESOURCE deck and shuffle it. Next place the SPONSORSHIP BOARD next to the game board and each player's Patron marker on the starting position of the SPONSORSHIP BOARD. **Note:** The starting position is the only space on the SPONSORSHIP BOARD where there can ever be more than one Patron marker.

**How it works:** For each ASSISTANT placed on the FINANCE box, the player advances the Patron marker one space. The movement of the Patron marker is triggered by the player taking the FINANCE action. There can be only one marker per space on the PATRONAGE BOARD. Any space occupied by another player's marker is skipped. At the beginning of a convoy phase sequence (before purchasing fuel), the player may choose to remove their patron marker and receive the amount of money equal to the amount under the marker. In choosing this action, the player forfeits the rest of that CONVOY PHASE sequence, but may rejoin the convoy phase sequences once play returns to them (choosing to remove a Patron marker is NOT the same as passing). After collecting their money, the player returns the Patron marker to the start of the SPONSORSHIP BOARD.

**Note:** This module makes the most sense to use when coupled with modules requiring large financial funds. With the DIPLOMACY and SEASON modules, this module is essential.



**In this example:** their turn, the blue player takes the FUNDING action. Since there are 4 ASSISTANTS on the FUNDING box, the blue player advances their Patron marker 4 spaces, jumping over the spaces occupied by the other players.

## DANDY cards (x2)

Move your pawn 2 squares forward on the SPONSORSHIP BOARD, skipping the spaces occupied by the other players' markers as normal.



# SPECIAL TILES



## SPECIAL TILES:

**Principle:** The SPECIAL TILES enhance the game by bringing a bit of unexpectedness to the race.

## MICROCLIMATE:

**Principle:** Weather events can act as a complementary addition to the SEASON module. During the race, players may encounter terrains affected by sudden weather events.

**Set up:** Add MICROCLIMATE TILES to the bag of TERRAIN TILES for the current race continent. Place the MICROCLIMATE CARD next to the game board.

**How it works:** When a player draws a MICROCLIMATE TILE, it is placed like a normal TERRAIN TILE. When attempting to cross a MICROCLIMATE TILE, the player rolls a die and adds the consequences of the result (if any) to the listed requirements on the MICROCLIMATE CARD.



### MICROCLIMAT

In the eye of a hurricane. All weather conditions (including current Season conditions) have no effect on vehicle movement.

Neither worse nor better. Normal Season conditions apply, but no further damage (beyond cost on tile) occurs.

Storm warning. Vehicle suffers the costs of the MICROCLIMATE TILE plus the loss of an additional FUEL level.

Head for shelter. Vehicle suffers the effect of the MICROCLIMATE TILE plus 1 additional damage to either ENGINE or CHASSIS.

## VILLAGE:

**Principle:** With the village module, players can take advantage of the generosity of the indigenous population thanks to the addition of VILLAGE TILES.

**Set-up:** Add the VILLAGE TILES to the TERRAIN TILE bag. There are 5 tiles for Africa and 5 tiles for South America.

**How it works:** When a player's half-track crosses a VILLAGE TILE, the player may either:

- stop (ending their drive action) to take advantage of the village's hospitality
- or continue on to the next TERRAIN TILE (and ignoring the stop symbol).



Increase the ENGINE gauge by 1 level.



Draw a RESOURCE card.



Increase the chassis gauge by 1 level.



Increase the PETROL gauge by 3 levels.



Gain 20F.

# SUFFRAGETTES



## THE FIFTH PLAYER:

The Suffragettes' crew adds a fifth crew to the Great Race. It can also be played as a crew to replace other crews in the normal version of the game.

The power of the Suffragettes' Leader is to receive an extra card when all other players have received their cards during the Bivouac phase. If the Suffragette crew is also the last player, they will receive a total of 3 cards.



In a 4-player game with suffragettes, an additional card must be added during the bivouac phase.



In a 5-player game with suffragettes, two additional cards must be added during the bivouac phase.

**Simone Deforêt:** born in Royan in 1910 to a wealthy family, Simone spent the first part of her life at Fontforte Castle. In 1929, at the age of 19, she obtained her driving license, making her one of the first French women to do so. One year after earning her driver's license, Simone competed in her first motor race, the "Baraque Hill Climb", near Clermont Ferrand. Soon after, she became a professional race driver. Her driving prowess shook the prejudices of the day. Both militant and suffragette, Simone soon forged a crew composed exclusively of strong women like herself. Upon acquiring a specially modified P20R half-track, Simone and her "Unstoppable Suffragettes" are ready to prove their mettle by winning the Great Race!

### ONE TIME PER TURN

During the Bivouac phase, add an extra Resource card. After all players have received their cards, take the remaining one.



# ETHNOLOGY



## ETHNOLOGY MODULE:

**Effect on game time:** Slows down the game.

**Principle:** ETHNOLOGY allows you to complete objectives during the course, earning additional victory points at the end of the game.

**Setup:** Add the two DESIGNER cards to the resource deck and shuffle it. Players place the deck of OBJECTIVE CARDS next to the board and reveal the first 4 cards. Players randomly place ETHNIC TOKENS face up on each city on the board, matching the colors (yellow token on a yellow city,...). At the beginning of the game and in turn order, each player chooses a starting OBJECTIVE CARD. There are always 4 OBJECTIVE CARDS visible next to the game board. As soon as a card is taken by a player, it is immediately replaced by the first card of the objective deck. Deal each player 6 ETHNOGRAPHY MARKERS. Remove the cards with the DOUBLE BOARD symbol  if you are playing on a SINGLE BOARD.

### How it works:

To complete a step on his OBJECTIVE CARD, the player must drive his vehicle into a city of the correct COLOR and/or with the correct ETHNIC SYMBOL. A player can only have one OBJECTIVE CARD in progress, when all the ETHNIC SYMBOLS on a card are completed, he can choose a new OBJECTIVE CARD or choose not to do so. A fully completed OBJECTIVE CARD generates the number of victory points indicated on the card, a partially completed card generates negative points (bottom left of the card) at the end of the game.

**Note:** It is sometimes possible to place 2 ETHNOGRAPHY MARKERS at the same time on a single city by validating a COLOR and an ETHNIC SYMBOL. On the other hand it is not possible to pass several times on the same city to place several ETHNOGRAPHY MARKERS.

## Designer card (x2)

You can immediately add an ETHNOGRAPHY MARKER to the location of your choice on your OBJECTIVE CARD.



### In this example:

The white player achieves a clear round by validating

- 1 the symbol «sun» (the color is not important), then completes its objective by passing through
- 2 and 3 two green cities (the symbol is not important). The elements of the objective can be achieved in any order.

**A** The player will score 3 points at the end of the game.

**B** If he failed to achieve this goal he would lose 1 point.



# GEOLOGY



## GEOLOGY MODULE:

**Effect on game time:** Slows down the game.

**Principle:** GEOLOGY is a puzzle game that allows you to make a continuous PANORAMA as long as possible using GEOLOGY CARDS. During the course, each player will try to find FOSSILS or CRYSTALS that he will load in his vehicle to earn victory points at the end of the game.

**Setup:** Add the two GEOLOGIST cards to the resource card deck and shuffle it. Players place two decks of GEOLOGY CARDS next to the board: 16 cards with the green side visible and another 16 cards with the orange side visible. In turn order, each player chooses a card from the deck of their choice. The white and black cubes remain available for the next round.

**How it works:** Each time a vehicle completes its move out of a city, the player draws 2 GEOLOGY CARDS from the deck in the color of his starting card (green or orange). He chooses one of the two and places it on top of his PANORAMA and places the remaining card on top of the opposite deck. It is not possible to rearrange these cards once placed. When a FOSSIL or CRYSTAL is surrounded by cards on either side of the PANORAMA, then the player may load a FOSSIL (black) or CRYSTAL (white) cube into his vehicle. Players only score points if they reach the finish city with a fossil or crystal cube in their vehicle.

At the end of the game, 1 point is scored for each GEOLOGY CARDS + 1 point for each card with a FOSSIL or CRYSTAL symbol if and only if the player has a cube in his vehicle.

**Note:** When a pile is empty, reshuffle the GEOLOGY CARDS to make 2 piles of the same number of cards again (if possible). If you cannot find a match with the cards drawn on your PANORAMA, you can start a new PANORAMA of another color. Only the best PANORAMA will be taken into account at the end of the game.

## Geologist card (x2)

You can draw 3 geology cards and place two of them to make your panorama. You discard the third card on the opposite pile.



### In this example:

The white player ends his move on a tile that includes a stop sign outside a city.

- 1 he draws two cards from the green deck (his prospecting color)
- 2 he chooses one of the two cards to complete his panorama. The fossil symbol is circled on each side, so the white player can load a fossil cube into his vehicle.
- 3 the White player turns over the remaining card and discards it on top of the opposite deck (orange).

# ZOOLOGY



## ZOOLOGY MODULE:

**Effect on game time:** Slows down the game.

**Principle:** ZOOLOGY is a module where you have to collect encounters with different animals. It also allows you to have an additional income.

**Setup:** add the two Tracker cards to the deck of resource cards and shuffle them. Place the zoology track for the continent you are playing on next to the game board and give each player 6 tokens of their team's color.

**How it works:** Each time a player's vehicle enters a tile with a hazard symbol and resolves its crossing, the player places a token of his color on the location of the animal concerned. It is not possible to place more than one token of your color on the same space. The animal token is placed on the ZOOLOGY TRACK whether or not the danger was avoided by the action of a SECURITY GUARD.

At any time during his turn, a player may sell an animal encounter by removing his token from the ZOOLOGY TRACK, and earns the value in Francs indicated on the location. The price indicated varies according to the rarity of the animal.

At the end of the game, the player wins a number of victory points corresponding to the number of tokens of his color on the ZOOLOGY TRACK according to the following scale

1 / 2 / 3 / 5 / 8 / 12

**Remarque :** ZOOLOGY is a module that will make you approach the danger tiles in a different way, you will voluntarily try to get into the mouth of the wolf. Obtaining the complete collection of 6 animals is not an easy thing, you will probably have to search in the bag of terrain tiles for the coveted animal by multiplying the recognition actions. At the end of the day, 12 victory points is a win that justifies all the effort!

## Tracking card (x2)

When you place a marker on the ZOOLOGY TRACK, you can choose its location.



+30F



## In this example:

- 1 the white player sells his encounter with a hippo for 30F
- 2 then he faces that DANGER again by placing himself on the DANGER tile. If the white player finishes the race with this number of tokens on the ZOOLOGY TRACK... He will score 5 victory points.

# BEYOND THE LIMITS



## BEYOND THE LIMITS MODULE:

**Effect on game time:** Slows down the game.

**Principle:** BEYOND THE LIMITS is a module that allows you to use the black squares (RISK ZONE) of the different game boards differently. From now on, this zone has its own specific tiles.

**Setup:** add the two SHORTCUT cards to the RESOURCE CARD deck and shuffle it. Place the BLACK BAG with the BEYOND THE LIMITS tiles inside and place the LEGENDARY CITY card of the crossed continent next to the game board.

**How it works:** During a PATHFINDER action using an assistant or a resource card, a player must draw tiles from the BLACK BAG instead of the white bag on the RISK AREAS. The BLACK TILES must be placed on the RISK AREAS. It is not possible to mix the deck. (Example: one tile in the black bag and one tile in the white bag). The placement rule follows the normal rules, there must be a continuous path connecting the tile to its vehicle. The player who draws the tile chooses the side of his choice. As soon as a vehicle leaves a BLACK TILE, it is flipped to the other side.

The -1 PETROL penalty on the RISK AREAS is not applicable with the BEYOND THE LIMITS module. It is always possible to exchange a normal tile and a BLACK TILE with the action of the con artist card.

When the LEGENDARY CITY is uncovered, it cannot be moved or erased under any circumstances. The dangerous animals found on the black tiles are parasites which cannot be used with the zoology module.

**Note:** BEYOND THE LIMITS is a module that will increase the adventure aspect of the game. The discovery of the legendary city can change the course of the game by offering the player who crosses it a welcome respite. From now on, crossing a RISK AREA becomes a difficult choice as many dangers await you.



## Shortcut card (x2)

You can cross a terrain tile while ignoring gas and mechanics expenses. This card does not allow you to ignore DANGER or STOP malus.



## In this example:

The continent crossed is South America, so the LEGENDARY CITY to be discovered is ELDORADO. Each time a player enters this tile, he pays the movement cost of 1 PETROL, then immediately earns the 50F bonus for discovering the LEGENDARY CITY. This bonus can only be earned once per player! There is no need to move forward and backward on this tile many times.

# ROLL OF HONOR



## ROLL OF HONOR MODULE:

**Effect on game time:** Slows down the game

**Principle:** ROLL OF HONOR is a module that will radically change the way you play. By using ROLL OF HONOR, the game will not end as soon as one player reaches the finish line... the other players will have three more rounds of play to reach the finish line.

**Setup:** Add the two OPPORTUNIST cards to the deck of resource cards and shuffle them.

Place the ROLL OF HONOR track next to the game board:

on the face  with a single board.

on the face  with a double board.

**How it works:** The ROLL OF HONOR module requires additional point counting compared to the basic version. Additional points are awarded to players who have already arrived during each round that takes place before the other participants arrive. The first round that passes yields 2 victory points, the second round 3 points, and the third 5 points. That's a potential 10 points for latecomers to catch up!

**Note:** The ROLL OF HONOR offers a stark choice between speed and exploration. A fast player will benefit from many bonus points due to his order of arrival, but will it be enough to compete with a slower opponent who will have gained victory points during the game? Nothing is less certain... We advise you to use this ROLL OF HONOR with all or part of the GEOLOGY, ZOOLOGY and ETHNOGRAPHY modules, it will make your game much more enjoyable!



## Opportunist card (x2)

During a driving action, when moving into unfamiliar territory, you can ignore the first tile and draw a second.



## In this example:

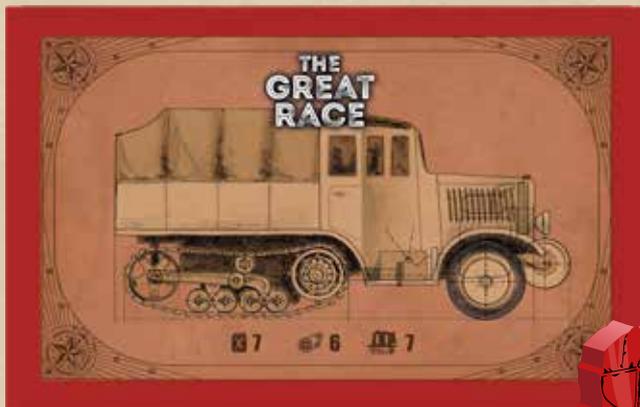
- The white player arrives in the finish city and scores 5 bonus pts for his first place and 5 additional pts for the condition of his vehicle. He scores a total of 10 pts.
- A turn passes and the white player scores 2 additional pts, the orange player arrives and scores 3 bonus pts for the second place + 10 pts for the state of his vehicle.
- Another turn passes... white player scores 3 extra pts and orange player 2 pts. The blue player finally arrives, he scores 1 bonus pt for his third place with a vehicle in very good condition for a total of 11 pts. The white player wins the game with  $5 + 5 + 2 + 3 = 15$  pts. Although the orange player also finishes 15 pts ( $3 + 10 + 2 = 15$ ), they finish behind white (ties favoring the player who finishes first). The blue player did not manage to catch up with  $1 + 10 = 11$  pts. (Note: If the blue player had finished in the same turn as the orange player, orange would have won by beating white by 1 point!)

# RUSSIAN CREW



## **Boris Afanassievitch Obrouchev :**

Born on September 28, 1873 in Klepenino, Boris began his higher education at the Saint Petersburg Mining Institute. He then went on an expedition to Central Asia, where he specialized in geology and the study of Siberian soils. His steps led him to unexplored or unknown peaks in the Nan Shan, such as Mount Daour. After the October Revolution, Boris became fascinated with the automobile and the invention of his compatriot Kegress: the self-propelled car. These marvels of technology opened up incredible perspectives in the exploration of the Russian immensities. Rightly considered as a kind of Russian Jules Verne, Boris Afanassievitch Obrouchev wrote down his numerous adventures which were reprinted in Pravda.



The performance of the Russian vehicle is increased if you use the paddock module in pre-configured mode.



## **Permanent:**

Has a starting vehicle with 6 on each of the gauges.



# DOUBLE BOARDS



## DOUBLE BOARDS:

**Effect on game time:** Slows down the game

**Principle:** The USA and ASIA boards can be played in single or double mode. These boards can have several possible departure or arrival cities. Each board (East and West part) can be played separately or together.

**Setup:** Choose your starting city and your destination city.

**Single board:** Randomly choose one of the city markers on the purple side and place it on one of the 4 available slots and randomly place the other 3 on the color side (red/green/yellow/blue).

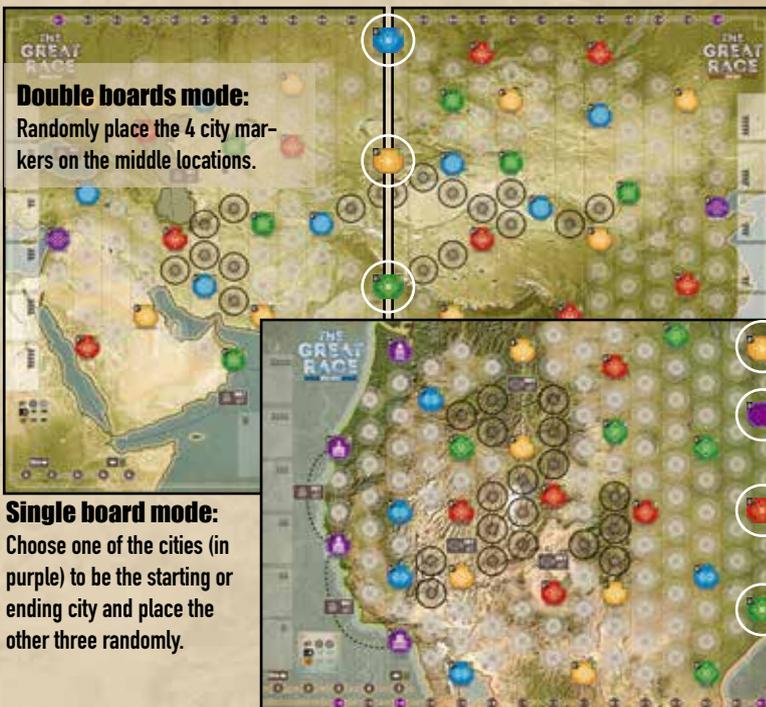
**Double board:** Randomly place the 4 city markers on the colored side on the 4 spaces in the middle of the 2 boards.

**How it works:** You can choose to do the route from West to East or the other way around.

**For the USA:** Choose one of the 4 starting cities and choose one of the 4 ending cities. The length of the games can change according to these choices.

**For Asia in single board mode:** You start from a single point (Beirut or Beijing) to reach one of the 4 middle cities (Omsk/Amalti/Dehli/Madurai). Choosing one of these 4 cities will have a great influence on the course of the game.

**Note:** Positioning the two boards requires a very large table. If you are not so lucky, we suggest you play on one board, count the victory points halfway through the game, then restart the game on the other board and leave with the vehicle in the same condition, the same hand of cards, the same amount of money, etc.



## Double boards mode:

Randomly place the 4 city markers on the middle locations.

## Single board mode:

Choose one of the cities (in purple) to be the starting or ending city and place the other three randomly.

# COLLABORATIVE MODULE



## COLLABORATIVE MODULE:

**Effect on game time:** Speeds up the game.

**Principle:** In COLLABORATIVE MODE, players are divided into teams of two. Each team member starts from opposite cities on the map (e.g. Beirut/Beijing). The game ends when both vehicles are on the same square.

**Setup:** Use two different sets of RESOURCE CARDS on each of the two boards. Place each team member on the opposite cities.

**How it works:** Each group of players, those on the EAST board and those on the WEST board play simultaneously with a different deck and discard card for each board. Each side has its own turn order. If necessary and in order to determine in which order the players should perform their actions, each turn order track has an «a» or a «b». The «1a» actions are resolved before the «1b» actions.

If you play with the GEOLOGY MODULE, the team performs the PANORAMA together. At least one player must have a cube (fossil or crystal) to calculate the team's score. Be careful, the score is not doubled if both team members have a cube each.

If you play with the ZOOLOGY MODULE, the animals discovered by each team member count for the same collection at the end of the game.

If you play with the ETHNOLOGY MODULE, the team members share the same objective which can be accomplished by two.

**Note:** The COLLABORATIVE MODULE can also be played on a simple board.

The rule of the game differs in this:

Team members start from opposite points on the map, must meet on the same square somewhere in the middle of the map and continue their way to the opposite city.



## In this example:

The Franco-American crew and the Anglo-Italian crew take the start of «The Great race» in Asia. The French and Italian crew start on the East side, the Americans and the British start on the West side. Each «East» and «West» group shares the same deck of resource cards.

In this example, the player turn order is Blue 1a, Green 1b, Yellow 2a, White 2b.

# EXPERIENCE MODULE



## EXPERIENCE MODULE:

**Effect on game time:** Speeds up the game.

**Principle:** EXPERIENCE allows you to obtain additional and stronger actions as you visit the cities on the board.

**Setup:** Add the two MENTOR cards to the RESOURCE CARD deck and shuffle them. Before starting the game:

**CLASSIC MODE:** Each player takes an experience card from the generic side (the same for all) and places a cube of each color on the first square of each row.

**EXPERT MODE:** In turn order, each player chooses the experience card of his choice from the asymmetric side (different for all) and places a cube of each color on the first square of each row.

**How it works:** Each time a player's vehicle enters a city, the player advances the cube of the city's color on his experience sheet. During his turn, a player can choose to move his cube back to the starting position to benefit from the power reached. This is an additional action that can be played at any time during the convoy phase.



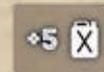
## MENTOR CARDS (x2)

Allows you to move one cube two spaces forward on the line of your choice or two cubes one space forward on the lines of your choice on your EXPERIENCE SHEET.

## Forward-looking



Ignore the mechanical level of a tile.



Win 5 PETROL immediately.

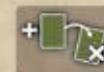


You can replay the card you just played.



Fill up your PETROL gauge to the maximum and take a driving action.

## Logistician



You can discard one of your RESOURCE CARDS and draw a new one.



Immediately draw 3 RESOURCE CARDS.



You draw double the number of RESOURCE CARDS in the city you are in.



Build up your hand of RESOURCE CARDS until you reach the amount of your CHASSIS gauge.

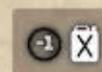
## Opportunistic



You can steal a card at random from the hand of an opponent who is on the same square as you.



Retrieve the card with a DANGER symbol that a player played against you.



The RISK ZONE cost 1 PETROL less during a DRIVING action.



You can use a TRANSPORT for free.

# MODULE EXPÉRIENCE



## Geographer



Ignore a STOP symbol.



Ignore a DANGER symbol.



Ignore the PETROL level of a tile.



Swap two tiles and make a DRIVING action.

## Belligerent



Swap two tiles.



You can steal PETROL from a player on the same square as you.



You can steal two cards from another player's hand.



You can trade your hand of cards for another player's hand.

## Financial



Win 20F.



Win 40F.



Win 70F.



Win 120F.

## Handyman



Your MECHANICAL PARTS cost only 10F in town during a REPAIR action.



Your MECHANICAL PARTS cost only 10F at any location during a REPAIR action.



You can increase a MECHANICAL GAUGE of your choice by 3 levels.



You can increase your MECHANICAL GAUGES by 5 levels.

## Trainer



Perform a PATHFINDER action.



Perform a REPAIR action.



Perform a DRIVING action.



Choose an action from the previous ones.

Alex

		1							
		3							
		2							
		0							

If you play with the experience module in campaign mode, you have to transfer your experience levels from one stage to another on the campaign sheet. You start the next stage with the levels you entered.



**Permanent:**

Eugene Bullard pays 10F for each level of PETROL and 20F for each level of MECHANICS no matter where he is.

**Eugene Bullard :**

He is probably the most French of all Americans. After the death of his mother and the attempted lynching of his father in Georgia, Eugene left the United States for France, a country where «a man is judged by his merit and not by the color of his skin». When World War I broke out, he joined the Foreign Legion where he received the Croix de Guerre for bravery. Seriously wounded, he became the first black pilot in the Lafayette squadron with the motto «All blood runs red». His presence on «the Great Race» attracts the sympathy of the inhabitants of the crossed regions who bring their help.



**Permanent:**

can earn 10F for each card you discard (without using that card).

**Alexandrine Tinné :**

Heiress of a rich lineage of Dutch planters established in Indonesia, her spirit of adventure pushes her to discover these new technologies that are cars and planes. She first practiced mechanical sports as a dilettante, then as a passion, becoming the first European woman to cross the Sahara. With her experience as a merchant from the Far East, she was able to negotiate anything at any price.



**Once per turn:**

Can increase its gauge by 2 PETROLS.

**Emir Nessib :**

Crown Prince of the Arabian Peninsula, Nessib feels the progress linked to the exploitation of the black gold of his country and throws himself into a program of modernization of his kingdom. Wishing to satisfy his desire for adventure and to give a progressive image of the Arab world, he became fascinated by car racing. With «the Great Race», he discovers a great platform to gild his image. Benefiting from a large quantity of oil spread along the course, he will not lack of gasoline during the race.



**Permanent:**

can cross cities without stopping. It still benefits from the advantages of the city.

**Maki Aritsuné :**

Renowned mountaineer who made the first ascent of the Eiger by the eastern slope in 1921. A lover of all kinds of adventures, he set his sights on mechanical sports which were still in their infancy in Japan. As an extreme adventurer, he used his natural qualities as a leader to encourage and motivate his companions and enable them to achieve the unthinkable. His technique is simple: audacity, more audacity, always more audacity!

# THE EXPERTS



## EXPERTS MODULE :

**Effect on game time:** Speeds up the game.

**Principle:** THE EXPERTS is a module that will change the way you play and allow you to be more efficient with your ASSISTANTS on one of the areas of your DASHBOARD.

**Setup:** In the order of the game turn, each player can choose an EXPERT tile and place it in the corresponding location in the direction of his choice.

**How it works:** One of your ASSISTANT placement areas is now changed until the end of the game.

**Note:** EXPERTS offer a difficult choice with a significant advantage but it has a trade-off. Choosing an expert tile will force you to use the advantage as often as possible, because if you don't, you will have more inconvenience than advantage.



**Mechanics:** A maximum of 2 ASSISTANTS can be placed in this area.

- Perform a REPAIR action with a free MECHANICAL PART or perform a DRIVING action.

- Perform a REPAIR action or increase your gauge by 2 PETROL for free then perform a DRIVING action.

**Security guard:** A maximum of 2 ASSISTANTS can be placed in this area.

- Prevent 2 DANGERS or discard a TERRAIN TILE from the board.

- Prevent 1 DANGER or exchange 2 TERRAIN TILES on the board.



### Funding:

- Place 5 ASSISTANTS to earn 150F or nothing.

- Place only one ASSISTANT to win 20F.



**Pathfinder:** A maximum of 2 ASSISTANTS can be placed in this area.

- Draw 3 TERRAIN TILES or draw a RESSOURCE CARD.



- Draw 2 TERRAIN TILES or draw 2 RESSOURCE CARDS.

