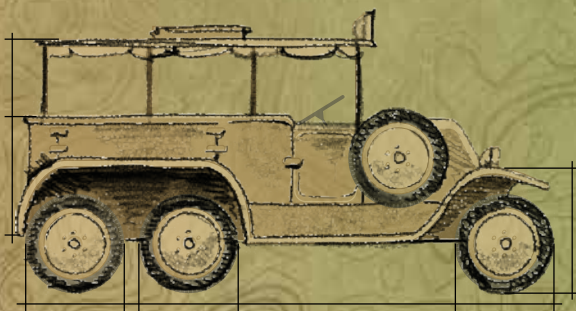


Solo Rules

STORY:

André Citroën and Louis Renault. Titans of industry and lifelong rivals, they fought on many fronts. It was, however, a little known episode between them that inspired the Great Race. While newspaper headlines marvelled at Citroën's Central Africa expedition, those in the know whispered of the "Mission Gradis", and Renault's attempt to steal Citroën's spotlight.

On November 14, 1924, only sixteen days after Citroën's expedition began, the remarkable 6-wheeled Renault Torpedoes left Colomb Béchar to cross the Sahara under the protection of three Breguet aircrafts (held aloft by Renault engines). The Torpedoes arrived in Bourem in only 11 days. From there, they crossed the Niger River on their way to Cotonou. It was an impressive expedition, but one ultimately overshadowed by Citroën's flamboyance and earlier start. Fair or unfair, history remembers the Citroën expedition fondly, while Renault's is barely a footnote. Still, many of today's half-track crews wonder: "Who would win in an out-and-out race?"



RENÉ ESTIENNE:

born in 1905, René was fascinated by mechanics from an early age. He was only 19 years old when he signed on with Renault. René was one of the youngest mechanics ever employed by the company. While serving as a field mechanic, Estienne was also listed as a backup driver for Renault's



"Mission Gradis". A fast learner, René soaked up the experience of the seasoned crew around him as they traversed the Sahara at a record pace. Disappointed at the lack of recognition after their extraordinary achievement, René made it his goal to challenge and defeat any half-track crew who dared to cross his path. Now, in 1935, Estienne's reputation as an elite endurance racer has grown to an almost legendary status. He is determined to be the best, and he is always ready for a fight.

by Martin Montreuil
«La société des jeux»

The solo version of The Great Race is based on three principles that can be played separately or together if you're daring:

1. Deck building. The RENÉ ESTIENNE CARDS in the solo version are upgradeable. You start your first game with 8 level 1 cards. Each time you triumph over the TORPEDO, it learns from its mistakes and replaces 2 level 1 cards with 2 level 2 cards. When all 8 cards are level 2, it proceeds to level 3 in the same manner.

2. Legacy Powers. The Renault TORPEDO has 4 evolution cards (blue, yellow, green and red). Each time the TORPEDO reaches a city of the colour of its objective, a sticker is added to the card of the designated colour. Therefore, the TORPEDO becomes increasingly stronger if you let it reach its objective.

3. Passport Objective. Yet another challenge, the passport tells you which missions to complete. Each time you manage to achieve a Passport objective, you add a stamp to your passport. If you complete your entire passport with both Deck Building and Legacy Powers, you'll qualify as a legendary player!

DESCRIPTION OF THE TORPEDO DASHBOARD:

PETROL gauge

MECHANICAL gauge



Location of ASSISTANTS

DESCRIPTION OF A RENÉ ESTIENNE CARD:



1 2 3 LEVEL. There are 3 levels of difficulty: level 1 is easy, level 3 is difficult.

OBJECTIVE. The objectives correspond to the 4 colours of the cities present on the game boards. They also correspond to the colours of the Legacy Powers.



RENÉ ESTIENNE CARDS. These cards simulate the actions of the TORPEDO crew, your opponent, as if it was a real player:

- RESOURCE CARD utilization
- PETROL recovery and vehicle repair
- Adding terrain tiles to the course
- Moving the vehicle on the game board

CONVOY PHASE



First ASSISTANT action. René Estienne recognizes the terrain and places the easy tiles on his course and the difficult tiles on the player's course.



Action of the second ASSISTANT. René makes his first move.



Action of the other ASSISTANTS. René makes 3 more moves if the TORPEDO allows.

BIVOUAC PHASE



RENÉ ESTIENNE draws RESOURCE CARDS. René makes the player suffer from danger effects.

PLANNING PHASE



Recovery. The TORPEDO recovers levels on its fuel and mechanical gauges.

PREPARATION:

Stickers. Stick the 5 numbers from the sticker board onto the game board at the corresponding locations.



Deck of RENÉ ESTIENNE CARDS. For your first game, select the 8 level 1 cards of the René Estienne deck, shuffle and place them next to the dashboard of the TORPEDO.

TORPEDO DASHBOARD. Position the needles of the 2 gauges (Petrol and Mechanical) on position 6 and place 5 assistants of the colour of your choice on the dashboard locations. They represent the crew of the TORPEDO.



For your first solo game, you are the first player. Place the turn order and progress markers on the corresponding spots.

PRINCIPLE:

The set-up of the game remains the same. As far as the player is concerned, the solo version uses the same rules as the normal version. Only the elements corresponding to the behaviour of the Renault 10 CV TORPEDO differ. Its behaviour is described below.

The goal of the solo version is to get as close as possible to normal gameplay by utilizing an alternation of action between the player and René Estienne, represented by the use of assistants.

DESCRIPTION OF A GAME ROUND:

Draw the first card of the René Estienne deck then play the phases of the René Estienne card in the order indicated.

1 - LAYING TERRAIN TILES:



In this example, 2 terrain tiles are drawn from the bag and placed as follows:

- On the path of the TORPEDO if the total value of the tile icons (petrol/mechanic/danger/stop) is less than 3
- On the player's path if the total value is 3 or more

Calculating the value of a terrain tile:



Add up the total value of the difficulties represented on the tile. The danger and stop symbols represent a value of 1 but are considered to be of a higher order according to the following scale:



In this example, the value of the tile is 4 (1 petrol + 2 mechanics + 1 stop).

Positioning of the tiles:



On each René Estienne card, there is a destination city colour. For the current turn only, the TORPEDO will go in the direction of the nearest city of that colour, following these rules:

- The TORPEDO will never go to a city on the same level or behind the direction of travel.
- If two cities of the color of the objective are at the same distance, the TORPEDO goes to the city closest to the destination city.
- If the city of the colour is reached, the objective will become the next closest city of the same colour.
- If there are no more cities of the designated colour or if the destination city is closer than the next city of the designated colour, the destination city becomes the objective.



In this example, the TORPEDO will have as objective the next blue city: Nouhadibou.



Charting the TORPEDO's Course:

- As much as possible, the tile should be placed in line with the shortest path to the TORPEDO's current objective.
- The easiest tiles are always placed in priority according to the rule on how terrain tiles are laid.
- Cities are considered part of the path.
- Sea lanes (unless otherwise stated in future rules) are not part of the path.
- If there is no more room on the path, the tiles are discarded.

Complicating the Player's Path:

- As much as possible, the tile should be placed along the shortest distance towards the destination city.
- The most difficult tiles are always given priority according to the rule on how terrain tiles are laid.
- Cities are considered part of the path.
- Sea lanes (unless otherwise stated in future rules) are not part of the path.
- If there is no more space left on the direct course, tiles are placed around the player's half-track and then on spaces adjacent to the course.

2 - THE TORPEDO ADVANCES:

The TORPEDO advances by the number of spaces indicated on the RENÉ ESTIENNE CARD with the second Assistant.



Likewise, on its subsequent actions, the TORPEDO advances the number of spaces indicated on each Assistant icon.



The TORPEDO must follow these movement rules:

- Between two possible tiles, the TORPEDO always chooses the easiest one.
- If the TORPEDO is adjacent to a city, its next move is always be the city.
- If the TORPEDO doesn't have the resources to cross a tile, it doesn't progress.
- If the TORPEDO encounters danger on the tile, it immediately loses 2 mechanic points.
- If the TORPEDO does not have any tiles positioned on its course, it advances blindly according to the same rules as the normal game.
- If the TORPEDO encounters a city or if it crosses a stop symbol, its movement stops even if the RENÉ ESTIENNE card action allows it to move further. The TORPEDO draws the number of cards indicated in the city and can resume its journey with another assistant.

3 - MAINTENANCE PHASE:

The maintenance phase is carried out normally to determine who will be the first player.

- If the player is first, they receive a bonus of 20F.
- If the TORPEDO is first, the fuel gauge is increased by 2 positions in a city or 1 position in the wilderness.

4 - BIVOUCAC PHASE:

Place 5 Resource cards on the 5 locations of the game board.



In this example, René Estienne takes the card from slot 1 if he is the first player and takes the cards from slot 1 and 3 if he is the second player.

The player chooses one of the remaining cards if they are first or two remaining if second.

The Danger symbol on the René Estienne card indicates the damage the player receives for each resource card with a Danger symbol remaining after both the player and René Estienne have drawn their cards. In this example, the player loses 1 point of mechanics (chassis) on their half-track.

5 - PLANNING PHASE:

The planning phase is played normally by the player while the TORPEDO increases its gauges (petrol and mechanical) by the level indicated on the card.



In this example, 4 levels on the Petrol gauge and 2 levels on the Mechanical gauge are added on the TORPEDO. The gauge level may never exceed the set maximum level (6 during the first game). Gauge levels can be increased by the action of the Legacy cards described below.

END OF THE TURN:

The game continues as usual, with a new René Estienne card (and new objective city for the TORPEDO) revealed. The first vehicle reaching the Destination city triggers the last turn.

END OF THE GAME:

If both vehicles reach the destination city in the same turn, victory points are calculated as follows:

Player and TORPEDO: 5 points for first place, 3 points for second.

Player and TORPEDO: 1 point per remaining mechanic level.

Player only: 1 point per 50F remaining.

TORPEDO only: 1 point per RENÉ ESTIENNE card revealed during the game.

- If the game ends in a player victory, randomly remove 2 RENÉ ESTIENNE CARDS of the lowest level (level 1 to start with) from the deck and replace them with 2 cards of the next level.

- If the game ends in a TORPEDO victory, remove 1 RENÉ ESTIENNE CARD of the lowest level from the deck and replace them with 1 card of the next level.

When the entire René Estienne deck is made up of level 2 cards, replace them in similar fashion with level 3 cards.

For those allergic to randomness, there is a letter at the bottom of the RENÉ ESTIENNE CARDS. Simply replace 1 card by the card with the same letter of the next level.



PASSPORT:

When you complete one of the passport quests, you can affix the corresponding stamp. You can choose to fill out your passport in three ways:

Prudent - Affix your stamp by only playing with the RENÉ ESTIENNE CARD changes.

Legendary - Affix your stamp by playing with the RENÉ ESTIENNE CARD changes and adding the legacy powers.

Alone - A journey in complete autonomy without an opponent (rules included in the passport).

LEGACY POWERS:

Each time the TORPEDO enters a city of the colour of its objective, it will receive a permanent improvement.

- Upgrades are obtained following the levels order.
- Upgrades are added up.
- Upgrades are immediately effective when the TORPEDO enters the city, even before the Resource card associated with entering the city is drawn.



Yellow Cities

Improvements to the TORPEDO



Level 1:

The maximum level of the PETROL and Mechanical gauges is raised to 7.



Level 2:

The maximum level of the PETROL and Mechanical gauges is raised to 8.



Level 3:

The maximum level of the PETROL and Mechanical gauges is raised to 9.



Level 4:

The maximum level of the PETROL and Mechanical gauges is raised to 10.



Red Cities

Risk Management



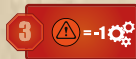
Level 1:

When the TORPEDO draws a Danger card during the Bivouac phase, the player suffers the damage indicated on the RENÉ ESTIENNE CARD.



Level 2:

When the TORPEDO draws a Danger card when it enters a city, the player suffers the damage indicated on the RENÉ ESTIENNE CARD.



Level 3:

When the TORPEDO encounters a Danger when crossing a Terrain tile, it loses only 1 point of MECHANICAL damage instead of 2.



Level 4:

When the TORPEDO encounters a Danger when crossing a Terrain tile, it doesn't receive any MECHANICAL damage.



Green Cities

TORPEDO Resources



Level 1:

When the TORPEDO draws a «JERRYCAN» or «REFUELING STATION» card during the bivouac phase, the TORPEDO earns the corresponding points on his PETROL gauge.



Level 2:

When the TORPEDO draws a «SPARE PARTS» or «TOOLBOX» Resource card during the Bivouac phase, the TORPEDO earns the corresponding points on its MECHANICAL gauge.



Level 3:

When the TORPEDO draws a «JERRYCAN» or «REFUELING STATION» Resource card when entering a city, the TORPEDO earns the corresponding points on its PETROL gauge.



Level 4:

When the TORPEDO draws a «SPARE PARTS» or «TOOLBOX» Resource card when entering a city, the TORPEDO earns the corresponding points on its MECHANICAL gauge.



Blue Cities

Course benefits



Level 1:

The TORPEDO is no longer required to stop its movement when encountering a Stop symbol.



Level 2:

The TORPEDO is no longer subject to the -1 PETROL penalty on Risky Areas.



Level 3:

The TORPEDO can use the sea routes for free if, and only if, the movement serves its purpose.



Level 4:

The TORPEDO moves an additional space when its second Assistant moves.

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.

Preparation :

Affix the 5th player sticker to the TURN ORDER TRACK in the appropriate area.



The Suffragettes Tile/5th player:

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. The tile must be positioned next to the game board after the Resource card slots in the following manner:



Use this side if playing a fifth player without the Suffragettes or with four or less players plus the Suffragettes. This tile represents an extra space for Resource cards.

Use this side when playing with 5 players and the Suffragettes. This tile represents two Resource card slots.

Simone Deforêt: born in Royan in 1910 to a wealthy family, Simone spent the first part of her life at Fontforté 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.



Citroën Kégresse P20R Belinda type:

A model combining elegance and efficiency. A half-track designed for long raids without assistance.