

A witness maintains that you have had an assist from an accompanying vehicle.
All protests are in vain.
The rider must draw a Photo Card and note the number on the score card.

For this race you have trained like no other – and it pays off!
The rider receives a new Energy Card.

The heat hits you like a wall!
You are totally exhausted.
The rider cannot move this turn.

The road is wet and slippery, so your rider takes precautions.
Roll again – but this time with only one die – and the rider may only move forward by that amount.

You are saddle sore!
Roll again – but with only one die – and the rider may only move forward by that amount.

You carefully studied the course in advance, and have rationed your strength wisely.
Roll again – with one die – and then your rider advances the sum of the two rolls.

You cause a fall!
All riders who fall can't move this turn.

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You cause a mass fall! All riders who fall can't move this turn.
Because the fall costs strength, he must discard one of his Energy Cards. Also, any rider that moves past him this turn falls, and must stop moving immediately.

You cause a mass fall! The rider falls and doesn't move this turn.
Because the fall costs strength, he must discard one of his Energy Cards. All riders who haven't moved yet also fall and cannot move this turn.

You go through your hometown!
The inspiration moves the rider three additional spaces forward.

↖ Choose only ONE of these "Mass Fall" Cards. ↗