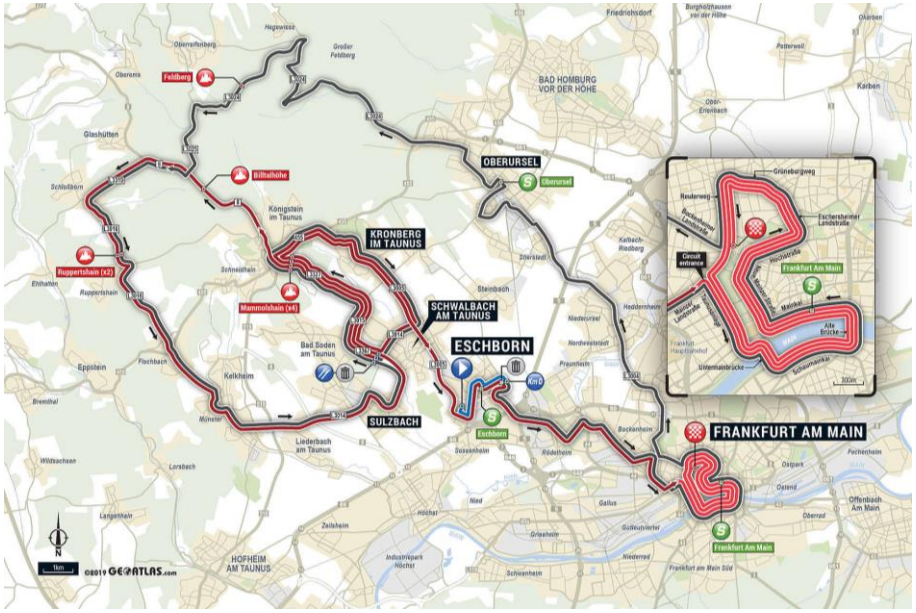

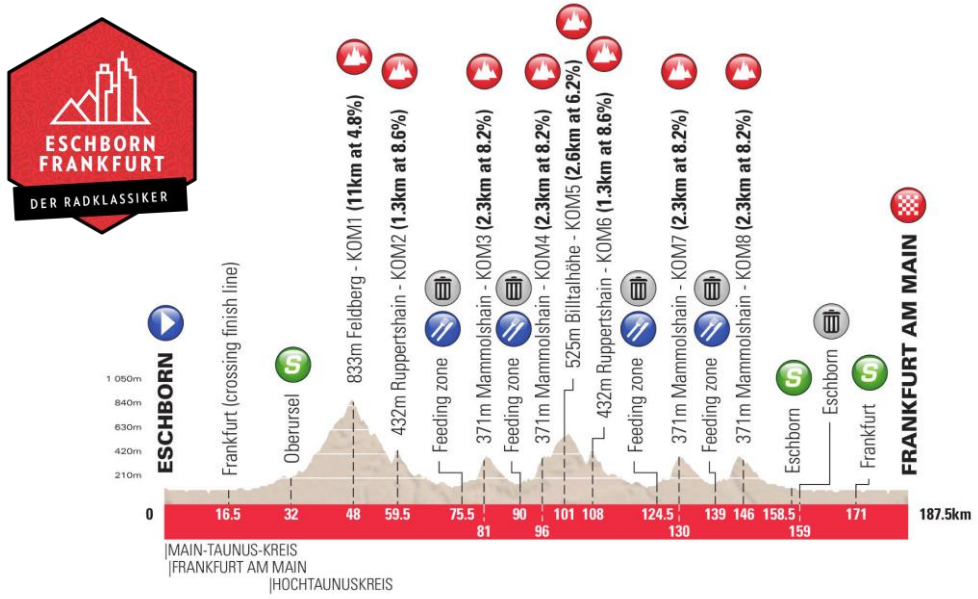



Rules :

To account for the extra length (~ 42 squares), the following rules apply:
At the end of the turn in which the first player enters or passes into the supply tile (R) a special "recovery phase" takes place before the next turn.

1) All players go through their discard pile (including the cards used for the breakaway auction) and return up to 2 cards of each energy value except exhaustion.
Example : if a rider has discarded two 4s, they now take both back. If they had discarded three 4s, they take two back. If only one 4 had been played, it is taken back.

2) Bots Brain / Muscle / Peloton recovery: do the recovery phase at the same time as the players and collect 2 cards of each energy value already played. These cards are shuffled and put under the unplayed cards of the deck. The bots therefore play all their cards from the starting deck and then the shuffled cards.

3) Météo : make a first draw up to the tile (R). At the time of the recovery phase, take back all the tokens and make another draw for the rest of the race.

At the end of a stage, remove 2/3 of the remaining exhaustion in the deck.

	Etape				
				123	123
R					
S					
R					
S					
R					
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R					
S					
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