You are plagued with a boil. Roll again, but with only 1 die, and the rider only moves that amount.

Your new crash helmet is light and secure. That sets your strength free. The rider receives a new Energy Card.

A tire is flat, and the repair van is nowhere in sight. The rider must sit out this turn.

Your contract talks are difficult. They now prey on your mind. The rider must discard one of his Energy Cards.

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

You have gathered your strength in the slipstream: now you take off. The rider goes two additional spaces forward. No other riders may follow.

Your family waves from the curb. The result: the rider moves 3 additional spaces forward.

You go through your home country! The rider goes 3 additional spaces forward.

You go effortlessly in high gear. The rider receives a new Energy Card.

You shift into high gear! The rider moves 4 additional spaces forward.

You have studied the course precisely, and your cleverness pays off. Roll again, with one die, and then your rider advances the sum of the two rolls.

You make haste. The rider moves 4 additional spaces forward, but he must discard an Energy Card.

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.

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

You make time and no-one can follow! The rider moves two additional spaces forward. No other riders may follow.

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

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

You have hit the wall.
You are totally exhausted.
The rider cannot move in this round.

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

The road is wet and slippery. Your rider takes precautions. Roll again, but this time with only 1 die, and the rider only moves that number forward.

Today your legs are soft as pudding. You are always slow. This rider must discard one of his Energy Cards.

You overestimate your strength. The rider goes 4 additional spaces forward, but he must discard an Energy Card.