



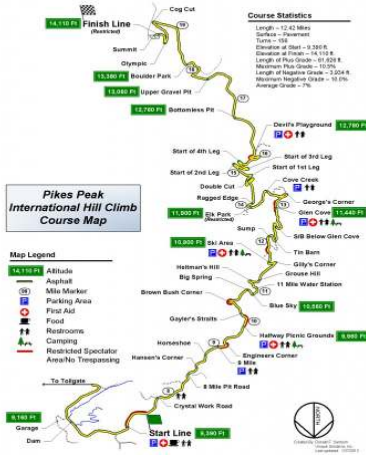
Terrain
 All surfaces are asphalt
 Streams are not used
 Jumps and shortcuts are as normal

Acceleration Dice
 As Pikes Peak is run at altitude
 the acceleration die use is
 restricted as below

Acceleration Dice
 green section 2 white dice
 red section 1 white dice and 1 orange dice
 yellow section 2 orange dice
 blue section 1 orange dice

SISU cards
 3 SISU card allowed

A25 - A29 / P17 - P12 /
 D10 - D17 / B10 - B17 /
 J1 - J4 / L7 - L4
 C3 - C8 / V6 - V9





A25 - A29 / P17 - P12



30 Sections



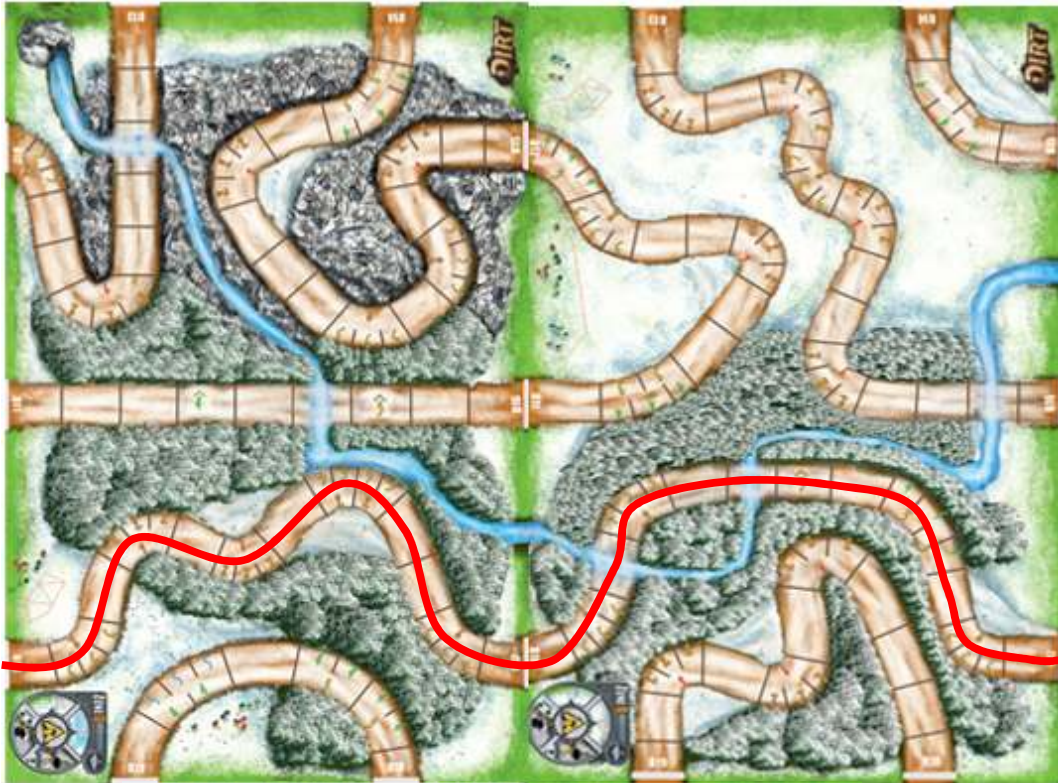
2 x White Acceleration Dice

If you get a puncture during this section and lose a white dice you will only have 1 orange dice in the next section



D10 - D17 / B10 - B17

26 Sections



1 x White Acceleration Dice

1 x Orange Acceleration Dice

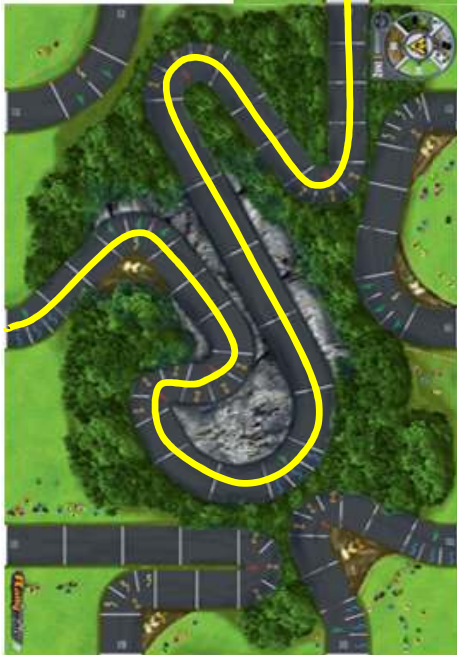
If you get a puncture during this section lose the white dice first
You will only have 1 orange dice
in the next section

If you had already lost a dice in the first section then you will have no dice from here unless you stop to repair



J1 - J4 / L7 - L4

41 Sections



2 x Orange Acceleration Dice

If you get a puncture during this section and lose an orange dice you will only have **NO** orange dice in the next section



C3 - C8 / V6 - V9

1 x Orange Acceleration Dice
only

37 Sections

