



GENERAL INSTRUCTIONS

for

THE MYSTERY RALLYE



Welcome to *The Mystery Rallye*. Before you begin the rallye, make sure you have fully and carefully read all of the rallye materials. The rallye materials consist of: General Instructions (4 pages, which you are now reading), Course Pages (4 pages), a Rallye Map, and a Control Card. Do not write anything on your Control Card other than what you are directed to by complying with the items in the Order Of Precedence. Beware of traps, and proceed with diligence and precision.

1. **ORDER OF PRECEDENCE:** The Order Of Precedence on the rallye, from highest to lowest, consists of the following four types of Instructions:

Rallyemaster Instructions
 General Instructions
 Note Instructions
 Route Instructions (RIs)

Except as otherwise directed, comply with each part of each Instruction appearing anywhere in your rallye start materials whenever possible and as often as possible. Do not use a single instance of a turn to satisfy more than one directed turn. Do not make turns directed by two consecutive RIs at the same intersection. If Instructions of different precedence require different or inconsistent actions or responses in a particular situation, or if complying with Instructions of different levels would be inconsistent with another Instruction in a particular situation, the Instruction of higher (or highest) precedence controls in that situation.

2. **DEFINITIONS:** For purposes of the rallye, the following terms (and their derivative forms such as plurals, tenses, etc.) have only the indicated meanings:

Roadway	Any portion of the interconnected black grid lines on the Rallye Map.
Segment	The full roadway between two consecutive intersections or a dead end and its nearest intersection. A segment may contain curves or angles.
Road	The collection of all named segments having exactly the same name. (NO TRAP -- The road you are traveling on is continuous through intersections where its segments meet.)
Intersection	A location from which roadways extend in three or more directions. (NO TRAP -- Only one intersection exists at each such location.)

- At** Within 3 times the width of a roadway, as measured on the Rallye Map. (NO TRAP -- The use of "at" will never result in a difficult call as far as distance goes. For comparison, the smallest grid squares on the Rallye Map are about 15 times the width of a roadway, per side.)
- Sleuth Square** Any of the 6 white rectangles on the Rallye Map, not containing any roadways within them, marked with a deerstalker cap, fingerprint, question mark, smoking gun, magnifying glass, or bloodhound. The Sleuth Squares are individually named for their respective icons, as follows: Deerstalker Cap Square, Fingerprint Square, Question Mark Square, Smoking Gun Square, Magnifying Glass Square, and Bloodhound Square.
- Word** A string of one or more letters not including a space, regardless of whether the string appears as an entry in any dictionary.
- R** Turn right at an intersection and then CSPD until you just no longer see the road from which you turned right.
- L** Turn left at an intersection and then CSPD until you just no longer see the road from which you turned left.
- OPP** A road other than the road you are on.
- CSPD** Continue in the straightest possible direction.
- SIG** Any of the 10 intersections on the Rallye Map marked with one or more traffic light symbols.
- NUM** Numbered circle at an intersection. The value of a NUM is the number within it.
- TEE** An intersection at which there is a roadway extending to your left and a roadway extending to your right, but beyond which you cannot travel generally straight ahead, even ignoring any directed turns. (NO TRAP -- Each intersection at Baskervilles Round is a TEE when approached from an internal road.)

3. **EXECUTION OF INSTRUCTIONS:** Throughout the rallye, consider the vehicle you are driving to be a point on the Rallye Map, with you inside. Begin the rallye anywhere in the alley at the shaded rectangle named Start near the top of the Rallye Map, traveling in either direction, and CSPD. Comply with RI-1 once only, and thereafter comply with each Route Instruction other than RI-1 once only as soon as possible after you have completed all lower-numbered RIs. Comply with a particular Note Instruction if and only if you have completed the RI that most nearly precedes that Note Instruction on your Course Pages.

4. **QUESTIONS:** Look for and consider the answer to each Q (printed question appearing on your Route Instructions pages) only while it is in effect. Each Q comes into effect when you make a turn for the RI that most nearly precedes that Q on your Course Pages and ceases to be in effect when you thereafter complete an RI following that Q on your Course Pages. Print the answer to each Q on the correspondingly numbered line on your Control Card. If the answer to a Q contains the names of more than one road, list such roads in your answer in alphabetical order, without adding any other words (such as “and”). Do not list the name of a road more than once in any particular answer, even if the roadway might logically appear in the answer twice. (NO TRAP -- For example, if you are asked what roads you come to during a Q, and you come to the roads Smith, Jones, and Smith in that order, your answer should be entered as “Jones Smith” on your Control Card.) Once you have written the answer to a Q on your Control Card, do not make any changes to that answer.

5. **ROADS AND SEGMENTS:** The names appearing along segments on the Rallye Map are naming signs that provide names for roads and segments they apply to. A naming sign applies to the segment it runs along (a “signed segment”) and to all other segments that can be traveled along by traveling along that signed segment (in either direction) and continuing without turning at an intersection and without traveling along another signed segment, except that if two non-identical naming signs would otherwise apply to a particular segment, consider that only the naming sign containing the greater number of letters applies to that segment. A segment does not simultaneously have more than one correct name. When you are determining the name of a segment from a naming sign, consider the following words to be nonexistent on naming signs: Avenue, Drive, Lane, Road, Street, Terrace, Way, Ave, Dr, La, St, Terr, Wy. Any segment that does not have a name is an alley. Except when you are at Start, consider each alley to be nonexistent for all purposes until after you have completed RI-37.

6. **OR:** The word “or” appearing in an RI separates the parts of that RI. If an RI contains the word “or,” execute only the first or second part of that RI (whichever can be done first along the course) and then consider that RI completely executed. If an RI not containing the word “or” directs more than one action, execute each action directed by that RI in the order presented within the RI.

7. **SEE; COME TO:** You see something when and only when the vehicle you are in is at it. You come to something the moment you go from not seeing it to seeing it.

8. **MISCELLANEOUS:** Always travel along segments, and always CSPD unless otherwise directed. If you reach a place where you cannot continue in any direction without making a U-turn, consider a U-turn to be the straightest possible direction. Comply with all traffic signs you see. Unless instructed otherwise, do not split any word. *Typeface*, CAPitaLIZAtion and underlining are irrelevant for all purposes. Always use and consider exact spelling and correct names (e.g., “Evergreen St” is different from “Evergrene St”, “Evergreen Street”, and “Evergreen”). Parenthetical information marked “NO TRAP” is intended to be helpful and clarifying, and will never contain a trap.

GENERAL INSTRUCTION 9:

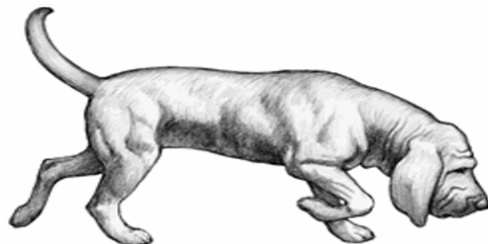
Only after you have completed RI-26, consider everything in the following paragraph to be true:

The head of the City Council has just finished reading *Alice In Wonderland*, and in his fervor has decided to throw a Tea Party. Since the city budget would not cover buying tea for everyone, much less crumpets and others goodies, the City Council instead passed the Tea Party Measure, directing that the letter “T” be added once to the end of each word, not already ending in the letter “T”, on each naming sign on the Rallye Map. (The bill for *that* arrives next week.) All naming signs have been changed in accordance with the Tea Party Measure. Accordingly, the naming sign that previously read “Doyle Road” now reads “Doylet Roadt”. The new naming signs are in effect immediately. No signs other than naming signs were changed. The only name of a segment is the first word that appears on the naming sign that applies to that segment when you determine the name of the segment.

RALLYEMASTER INSTRUCTION “COLUMBO”:

Only after you have completed RI-37, consider everything in the following paragraph to be true:

What a mess! The City Council’s Tea Party experiment has quickly proven to be more trouble than it was worth. Accordingly, workers were hired to quickly remove all T’s that were added to naming signs as a result of the Tea Party Measure. However, in their zeal, the workers removed not only all T’s that were added as a result of the Tea Party Measure, but also the letter immediately preceding each of the Tea Party Measure’s added T’s on each naming sign. Accordingly, the naming sign that originally read “Doyle Road” and later read “Doylet Roadt” now reads “Doyle Roa”. The new naming signs are in effect immediately, and will not change again for the remainder of the rallye. The City Council also decided to get rid of some of the confusion surrounding streets with no name, U2 notwithstanding. Each segment that is at only one intersection is now named “Drive The Orient Express Alley”.



THE MYSTERY RALLYE -- COURSE PAGES

RI-1. R at TEE.

NOTE INSTRUCTION “HERCULE”:

When you come to a TEE at which you cannot then turn for any other then-applicable instruction, R at that TEE.

R at Whit, except when at a TEE.

Consider everything in the following paragraph to be true:

You are driving a 1990 Volvo 780 Coupe. (“They’re boxy, but good.”) Though the car weighs under 4000 pounds, it is one of the safest cars you can drive. That may come in handy; the rallye can be a dangerous place.

RI-2. R onto Library.

RI-3. L; and then L; and then R; and then R.

Q1: What are the names of (a) the first OPP you see, and (b) the road(s) you see when you first come to a NUM?

RI-4. L onto Conservatory.

RI-5. L at NUM; and then R at SIG.

RI-6. L at third SIG.

Q2: How many intersections do you come to?

RI-7. R onto Plum Tree or L onto Hall.

RI-8. CSPD past Library.

RI-9. CSPD past Doctor Watson.

Q3: What is the name of the first OPP you see?

RI-10. R; and then CSPD past Library; and then CSPD past Doctor Watson.

NOTE INSTRUCTION “MARPLE”:

Consider everything in the following paragraph to be true:

Every intersection is marked with traffic signs you can see that instruct: “Vehicles over 12,000 pounds are prohibited from driving along Mail Room.” and “Do not L at Candlestick.”

RI-11. R.

Q4: What is the total number of different NUMs, Sleuth Squares, and SIGs you see?

RI-12. CSPD past Library; and then R onto Doctor Watson.

RI-13. R onto Green.

RI-14. R onto Main.

RI-15. R at OPP having a name that starts with M or L.

Q5: What is the name of the first Sleuth Square you come to?

RI-16. R onto Conservatory.

RALLYEMASTER INSTRUCTION “SHERLOCK”:

Consider everything in the following paragraph to be true:

The night was shrouded in a spooky mist, when -- WHAM! As you were driving your car, a mystery driver hit the rear quarterpanel of your car and sped off into the night, causing you to get out of your car to inspect the damage. You cannot see any dent. Your car, however, was unable to move under its own power after the crash. With great effort, you pushed the car to the side of the roadway. Luckily, you managed to flag down a trucker driving a 10-ton rig. “My name’s Hal,” he truthfully said, “and I’m happy to take you aboard as long as you drive. Hop in!” You did, starting out in the same direction in which you had been driving just before the accident. You are now driving the rig, keeping to the speed limit and complying with all traffic signs so as not to worry Hal, who chats with you from the passenger seat for the rest of the rallye.

RI-17. L when you are not at Sleuth Square.

RI-18. L at SIG or L at third OPP.

Q6: What is the sum of the values of the NUMs you come to?

RI-19. R onto Plum Tree.

RALLYEMASTER INSTRUCTION “BLOODHOUND GANG”:

If and when you see Bloodhound Square after you have made a turn for and completed RI-19, consider yourself to have just simultaneously made a turn for and completed all RIs numbered less than 24 that you then had not previously made a turn for.

RI-20. L onto Library.

RI-21. R onto White Cloud.

- RI-22. L at SIG.
- RI-2.3 R at Sleuth Square.
- RI-24. R at second OPP.

Q7: What are the names of the OPPs you come to?

- RI-25. R; and then R at Sleuth Square.
- RI-26. L onto Library.
- RI-27. L at Fingerprint Square.
- RI-28. L; and then L at TEE.

NOTE INSTRUCTION “ENCYCLOPEDIA”:

If the answer to a Q is a number that is less than 1, greater than 20, or not an integer, consider the only answer to that Q to be “3”.

- RI-29. L at Sleuth Square.
- RI-30. L at third OPP you come to; and then L at third OPP you come to.

Q8: What is the sum of the values of the NUMs you see?

- RI-31. L at second OPP you come to; and then R at first Sleuth Square you come to.
- RI-32. R onto Libraryt.
- RI-33. R at NUM or CPSD past SIG.
- RI-34. R at TEE; and then R.
- RI-35. R at sixth intersection.

Q9: What is the name of the first Sleuth Square you see?

- RI-36. R at Sleuth Square.
- RI-37. R onto Libraryt.
- RI-38. R onto Gree.

Q10: What is the number of roads you see, divided by 1/2?

- RI-39. R at NUM.
- RI-40. R at Sleuth Square.
- RI-41. R at Hal.
- RI-42. R at Conservator.
- RI-43. R at Hal; and then R at OPP.
- RI-44. L at Conservator.
- RI-45. R at second intersection.

- RI-46. R at second OPP you come to.
- RI-47. R at second OPP you come to.

Q11: What is the name of the first OPP you see?

- RI-48. L at Sleuth Square.
- RI-49. R onto Librar.
- RI-50. R at SIG.
- RI-51. R at TEE.

Q12: How many different OPPs do you come to?

- RI-52. R onto Docto.
- RI-53. R at second SIG.
- RI-54. R at Sleuth Square.
- RI-55. R at second OPP you come to.
- RI-56. R at second OPP you come to.
- RI-57. R.

Q13: What is the name of the first OPP you come to?

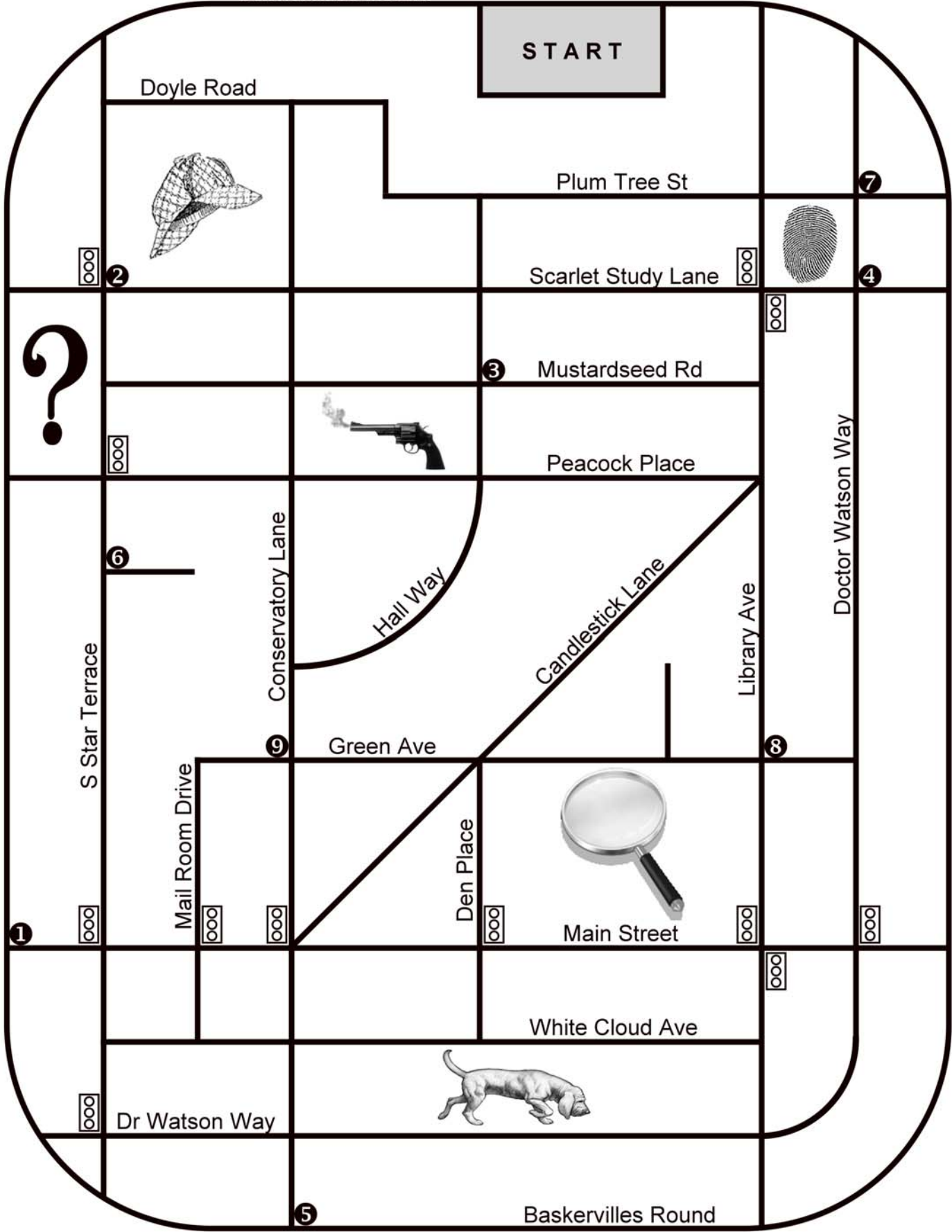
- RI-58. R at TEE.
- RI-59. R onto Peacock or R at second NUM.

Q14: How many different NUMs do you see?

- RI-60. L at TEE; and then L at TEE; and then stop your vehicle when you see Start.
- RI-61. The rallye is now over. Check your answers carefully. Hope you enjoyed the ride!



Baskervilles Round





CONTROL CARD



for

THE MYSTERY RALLYE

Q1: _____

Q2: _____

Q3: _____

Q4: _____

Q5: _____

Q6: _____

Q7: _____

Q8: _____

Q9: _____

Q10: _____

Q11: _____

Q12: _____

Q13: _____

Q14: _____