

All The World's A Rallye

General Instructions, Page 1

Special Instruction: Welcome to today's car rallye, which is called a course marker-gimmick rallye. We have designed a prearranged course which you will drive, where you must apply what you have read in these General Instructions. Read all instructions very carefully. There will be a brief beginner class at 3:45pm. This class will review the basics of running this rallye. Have fun and good luck. The theme of this rallye is based on Shakespeare's plays. Any knowledge or expertise of Shakespeare, however, in no way enables you to obtain a higher score than those who have not read nor seen his work. This rallye will run entirely within Winters City limits. There are no gimmicks (tricks) in this paragraph. End SI.

DEFINITIONS:

at: in each instruction using the word "at", everything following "at" must appear on the sign where you are instructed to turn.

ch: a chance to turn in the direction indicated at a named road.

opp: an opportunity to turn ONTO the road by name

onto: onto the road by name. Stay onto a road by name, even if you must U to do so, until instructed off.

NLORBN: no longer onto road by name

ORBN: onto road by name

U: a one hundred and eighty degree turn. Make Us where safe and legal but consider them made where instructed.

Cir: Circle. Cir and Circle are considered to be the same word.

enter: stop at the indicated checkpoint and hand your scoresheet to the rallye personnel. At each checkpoint you are on course.

completion: execution or deletion

delete: does not exist

right: R

left: L

R: make a turn to the right approximately 90 degrees.

L: make a turn to the left approximately 90 degrees.

turn: change of direction.

Stop: An 8-sided red and white sign with the word "STOP" on it.

backwards: To be read from last character to first (i.e. 453 would be read as 354).

CM: Course marker

CP: Checkpoint

T: the intersection of two named roads shaped like a T approached up the stem. Until you see a CM with the number 10 on it, U at uninstructed Ts. After you see this CM, always go L at uninstructed Ts.

DRI: delete the route instruction you are currently working on

CRI: continue with the lowest numbered, uncompleted RI, or the RI indicated, and delete any other RIs that may be in effect.

Signs: any single surface, only government erected street signs and traffic control signs and CM/CP signs erected for tonight's rallye are considered signs.

DG: delete the sentence in the general instructions that caused you to reach this CM. DGs are only used in SIs (No gimmicks on DG). If an instruction in the Sound and Fury (see below) is deleted, so is its counterpart in the explanation, and vice-versa.

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DEFINITIONS (continued):

Word: One or more letters set off by spaces.

Park: Locate a space designated for parking, maneuver the car into it, and place the car in park. Do this as near as possible to the place where instructed.

Pause: turn in the only direction possible, then at the first T you encounter, go L first opp.

steps: Numbered instructions.

on course: You are doing just fine. Execute an "on course" by patting the drive on the back.

commerce: places of business.

ORDER OF PRECEDENCE: The Order of Precedence is listed below, decreasing in precedence as you travel down the list. When two or more instructions of different precedence are in effect, work on the instruction of higher/highest precedence.

1. California Vehicle Code: OBEY THE LAW. Do not break any laws to follow any other instructions. You may work on other instructions while following the Vehicle Code. The police have been notified about the route and will be patrolling the route. SI: DO NOT SPEED. This rallye is not a race, it is a mind game on wheels.

2. Special Instructions (SIs): Highest order of precedence other than the law. There are no gimmicks on SIs. When instructed, always follow the SIs. Do not work on any other instruction when SIs are in effect.

3. General Instructions (GIs): General Instructions are contained in the five pages labeled General Instructions which you received at the start. They are always in effect, unless deleted by an SI.

4. Note Instructions: Notes are lettered instructions labeled "Note" that come into effect upon completion of the immediately preceding RI or SI (No gimmicks on how notes come into effect). Complete notes according to the following schedule: Execute Note A once and then it is deleted; Execute Note B twice and then it is deleted; Execute Note C three times and then it is deleted.

5. Supplementary Instructions (SUPPs): Supps are numbered instructions with lettered part(s) that appear on the SUPP/SI pages or are shown to you at a Checkpoint. Once you execute a supp it is deleted, and its corresponding CM no longer exists (i.e. if you encounter a CM for a second time on the route ignore it). Supps received at CPs come into effect upon receipt and are deleted upon execution. When a supp has more than one part, complete the supp in alphabetical order.

6. Route Instructions (RIs): RIs are numbered instructions on the Route Instruction page. Always work on the lowest numbered uncompleted RI. Once you execute an RI, it no longer exists. Remember, although the RI page is divided into different stages, the numerical order dictates completion (that is, you cannot complete two different RIs with the same number). SI: Information in the "Clues and Reminders" column on the RI page are not part of any instruction -- they're just helpful hints with no gimmicks on them.

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SI: A FEW HELPFUL HINTS:

- 1. List the gimmicks** (tricks) on your RI page (you may want to print it out if you're running this rallye online) that you encounter as you read through these General Instructions. You will need to apply them to the route later. You may wish to make note of the gimmicks in the margins of these pages so you can find the original wording when you need it.
- 2. Make a note** of when gimmicks come into effect and are ended. The best places to make these notes are next to the RIs and Supps that bring the gimmicks into effect and those that end them.
- 3. Some gimmicks are harder than others.** With this in mind, try your best to think through all of the gimmicks you encounter. We hope you enjoy today's rallye and enjoy figuring out the many challenges of the route.
- 4. Some clues are listed on the RI page.** SI: No gimmicks on the clues and reminders.
- 5. When you're on Hemenway and reach Lenis, the SI listed in Stage 5 comes into effect. Do NOT turn down Lenis to execute any instruction.**

COURSE MARKERS are round white signs with a letter-number combination and red reflective tape. There is a good CM at the start. When you see a CM, record it on your score sheet by writing the number on the CM next to the corresponding letter on your scoresheet. Once you record a CM, bring into effect and complete any corresponding Supps or SIs on your SUPP/SI page. When you are working on supps and record a coursemarker, delete the supps you were working on and begin working on the supps from the CM just recorded. Once a CM is recorded on your scoresheet it does not exist. Remember to look for CM TT-27, marking the location of Penmakers' business. We want you to know where Penmakers is located because they donated today's awards.

CHECKPOINTS will be identified by a sign with a ✓. similar to the one at the start. The CP at the start is good. When you encounter a CP, enter the CP by telling the personnel which RI you are working on and hand the personnel your score sheet. You may receive instructions at a CP. At all CPs you will be given an opportunity to draw card(s) to form a poker hand. Best poker hand will win a prize.

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SOUND AND FURY -- A tell told by Kit (explained below...):

All the world's a rallye,
And all the men and women are merely drivers;
They have their right turns and their lefts,
Living in a world without a compass,
But four letters in nineteen instructions.
And in all time, no driveways; and few words-
For road nor street nor lane nor avenue,
Yea, even way and court are now dissuaded,
From the written sign, and thus is it so
With even their shortened forms and manners.
Hence, one car in its time drives many roads,
It's rallye being seven ages. At first the infant,
Set on its scene before the driven car,
Who can not reach the wheel, with immobile
Carriage, left mewling in the nurse's arms.
When the whining school-boy, with his license
And RIs sets on, creeping like snail, through
The fifth, then home again to be correct'd.
And then the lover, from sixth instruction
To seventh's last end, whose woeful ballads,
Lean cheek, sunken eyes, and desolation
Speak only to thoughts of turn'ng right in life.

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Then a soldier, full of strange supps and with
RIs from nine to eleven, acts sudd'n
And quick in turns, and so does he turn left
When told right, or changes the right to left.
And then the justice, a man of numbers --
Twelve to fourteen -- for his fair round belly
Do wretches hang, so he may dine, and turn
All the numbered world backwards with his rule.
The sixth stage shifts as fifteen starts, into
The failings of both eye and mind, looking
Over what steps do bear a number that
Is even-set until twenty-three ends.
Last scene of all, that ends this tricky drive,
Is second childishness, and mere oblivion;
Sans right, sans left, sans supps, sans all commerce.
And though these stages shift and slip away,
The careful driver will pay attendance
To them all, yet also keep a chary
Eye for the CM numbered eight -- a 'first
Chance' for turning in a near right-hewn way.
Thus, so is set the rallye-driver's life,
With luck met better than the Thane of Fife.

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SOUND AND FURY -- An Explanation:

It is not the fashion to see GIs explained, for if it be true that a good play needs no epilogue, then it is also true that good GIs need no explanation. Yet, to good plays do they use good epilogues, and so these GIs prove better when explained. It is not furnished like a work of ease; therefore, to give free passage will not become me. My way is to confuse you, this I will not deny, but just as I will not direct instruction, now will take your sanity. And so, I'll begin with the beginning: In general, it can be said that this world, the rallye, has been left with only four letters to define compass points -- that is, N, S, E, and W do exist, but the words north, south, east, and west do not exist on signs (**until the completion of RI 19**, after which they do exist). Driveways do not count as roads on this rallye -- they are neither named, nor do they exist. Also, the words Road, Street, Lane, Avenue, Way, and Court can not exist on signs, nor do their abbreviations (e.g., Rd., St., Ln., Ave., Ct.). And finally, we set our stages: As an infant, you can not drive. Until this general is deleted, don't drive (i.e. tell any CP personnel that you can't drive...). In your second stage (**RI 1-5**), you are a school boy -- just learning how to drive a rallye. Here, we will give you some help: once you have completed the first five RIs, return to the beginning, and we will score your progress so far (SI: there are no gimmicks on returning to the beginning -- simply do so, then return to the point where you left off). Then the third stage (**RI 6-7**), the lover, can think only of turning right (and not left...). As a soldier, (**RI 9-11**), you are fearless, and too quick to move, so you confuse your left and right (That is, left becomes right and right becomes left). In the first stage (**RI 12-14**), you become a justice, who turns numbers around (i.e., 23 would become 32) -- *this occurs everywhere except the GIs and SIs*. The sixth (**RI 15-23**) is a stage of frail mind, in which you will skip every evenly numbered instruction (that is, they *don't exist*). And, finally, with the beginning of **RI 25**, the rallye begins to come to an end -- without right, left, or commerce (clue: what is the Pizza Factory?). Each stage begins when the first RI specified comes into effect, and ends when the second RI specified is completed. Furthermore, at some point during the rallye, you will see a **CM with the number 8 on it** -- when you do, go R first chance. Also, it is very important that you note the definitions -- some of the words in here may have different definitions you might expect, so READ CAREFULLY! Remember, tonight you are one of Shakespeare's characters, so don't out-herod Herod: over-thinking the instructions may make some of the gimmicks harder than they actually are. So, use good judgement, and most importantly...

GOOD LUCK AND HAVE FUN!

The Rallyemasters