

A round trip through the Scottish Highlands.

Welcome to the beautiful Scottish Highlands. You travel through one of the most picturesque landscapes of the world. Enjoy!

PLACES:

The race series will take place in 5 locations:

1. Aviemore – Fort William
2. Fort William – Mallaig
3. Mallaig – Kyle of Lochalsh
4. Kyle of Lochalsh – Inverness
5. Inverness – Aviemore

SCORING:

For each race, points are awarded:

- 1st place: 5 points
- 2nd place: 3 points
- 3rd place: 2 points
- 4th place: 1 point
- 5th place: Forget it.

If you are eliminated out of a race, do not forget to note your position — that can be important, if in a later race another player is also eliminated, but before your position. The victor of the race series is the one that after five races has the most points. If a tie, then the player that won the last race wins. If there is still a tie, then the one with the largest whiskey collection wins!

SPECIAL START PLAYER RULE

After the first race, (in which players start in random order), the start sequence is determined for the coming race in reversed sequence — The player that finished last in the previous section may select their position first, and so on. If there was a tie, decide by random draw between the affected players.

SPECIAL RULES

N.B. Many courses have special rules. Have fun and a good journey. If you encounter us on your trip, you may invite us for a drink!

— *Gordon and Fraser*
[The Lamont Brothers!]

1. Aviemore to Fort William

Special Rules:

The dogs are very excited at the beginning of the journey. Each player begins with two '5' cards in their hand.

Located on the edge of the Cairngorm Mountains, Aviemore is Scotland's center of the dogsled sport. The race starts south through a narrow gorge through the mountain pass before a long left turn leads to the picturesque Fort William. A quick sprint through the Leanachan forest finishes the race and your team has completed part I of the series!

2. Fort William to Mallaig

Special Rules:

No special rules.

After you have left Fort William, the journey continues to the west, along the bank of Loch Eil and further through the mountain pass. You reach Loch Morar where the route leads by its banks to the goal – just in time in to sample the famous kippers!

3. Mallaig to Kyle of Lochalsh

Special Rules:

The dogs become seasick during the crossing. Take two '2' cards and put them on the dogs. Your sled begins the race, therefore, with a '2' on each dog and '3' on the brake. Remember: Your deck will have two fewer '2' cards in this race until you reshuffle.

The day begins with a boat trip to Mallaig on the Hebridean island of Skye. The dogs are not thrilled with the trip! The course starts at the south side of the island and winds its way across the island in order to end with a sharp U-curve in Broadford, more or less straight across the Skye Road Bridge in the beautiful Kyle of Lochalsh.

4. Kyle of Lochalsh to Inverness

Special Rules:

No special rules.

After a sweeping stretch along Loch Long your path soon leads out through the deserted valley of Glen Affric, where one has to avoid the dense trees. By the banks of the famous Loch Ness, the stage eventually leads to the historic city of Inverness.

5. Inverness to Aviemore

Special Rules:

The journey is almost over and you feel the effort of the strenuous race. You need a few minutes to wake up... everyone starts with one card fewer. At the end of the first round, draw back up to the normal hand size.

You're almost there! Leaving Nessie behind, the route leads you after an easy straight to a winding and demanding stretch. After driving on through Carrbridge the route turns to the right through icy snow drifts. Finally you've reached the finish line – you have earned yourself a beautiful glass of Scotch!