

Have Run Storming the Kessel, an October Cryptic Car Rallye (October 2025) General Instructions

A New Hope, aka the original Star Wars when there was only one, first arrived in theatres in May of 1977. We were introduced to a cast of characters with quirks and oddities and its unprecedented success spawned not just sequels, but also imitations. Bad translations also appeared, as well as bad imitations.

Meanwhile, *The Princess Bride* premiered in 1987, and while it did not spawn any bad translations or sequels, it had its own cast of quirky characters.

Both have been featured as Rallye themes in the past, but they've never been rethrown as a double feature. Until now.

Except something's been *lost in translation* - hopefully what you'll be running today is not the *Turkish Star Wars* (released in 1982) when all's said and done...

Definitions

- **At** - As close as possible, within 50 feet.
- **Chance** - A chance to turn in the specified direction.
- **Complete** - Fully execute all valid actions on a RI
- **CS** - See and completely pass the defined item immediately following it.
- **Forced Turn** - A place where you are required to turn right or turn left and have no other choices to turn.
- **Ignore** - Treat the named item as if it were invisible.
- **Intersection** - The meeting of two or more differently named roads.
- **LT** - Perform a legal turn to the left.
- **Observe** - View along your route and completely pass. Do not count signs that are more than 51 feet away as observable.
- **Opp** - The first opportunity to turn in the indicated direction
- **RT** - Perform a legal turn to the right.
- **Skip** - Take the indicated RI out of effect and continue to the next higher numbered RI.
- **T** - A place where you can turn right and turn left but not proceed straight.
- **The Same Place** - Within 49 feet apart
- **Turn** - A change of direction of at least 45 degrees.
- **U** - Reverse your direction of travel. Consider the U performed where instructed. Perform only where safe to do so.
- **Valid Action** - Starts with a verb and ends with a noun. U is also a valid action. Invalid actions are treated as blank.
- **Word** - Any English word, set off by spaces or punctuation.
- **()** - Words inside of parentheses are just flavor text and have no effect.

Signs

- Only permanent government issued signs and Rallye-erected checkpoint signs will be used. The words street, road, avenue, way, lane, court, drive, and their abbreviations are invisible on signs.
- No gimmicks on capitalization.
- All words following “at” and “observe” in a valid action refer to Rallye definitions, words on signs, or ordinal modifiers (1st, 2nd, 3rd, and so on).
- Extra words on signs do not invalidate signs.
- Do not look behind you to see signs.
- Roads with the same name are the same road. Roads with different names are different roads.

Translations

This Rallye may validly contain several places where you will see words that are not English (for example, “aufric wilchil garer”).

- When you cannot read the words in English, they can be safely ignored.
- However, if you receive a translation at any point during the Rallye, then they are considered readable in English when translated. As movies can be translated into different languages, the same goes for the foreign words. For example, you discover that “aufric wilchil gaher” translates to “Open The Iris”, which contains the instructions, “#C The first time you see Iris, the first left turn opportunity does not exist.’
- Translations may validly have associated actions that are executed when encountered on the course.
- A later translation of the same phrase may validly overwrite and replace a previous one. For example, you may initially discover that “bosetw ohrsch ankend” means “Would it help if I got out and pushed?” but later if you are told, bosetw ohrsch ankend means “Have fun storming the castle!” it now only means “Have fun storming the castle.”
- Different phrases that mean the same thing do not interact with each other. (You say tomato, I say tomahto...)
- If you know a foreign language, do not use it to translate. Use only Rallye provided translations.

(Begin SI: There are no secret messages, anagrams, or acrostics in the words this time. End SI.)

Order of Precedence (OOP)

1. California Vehicle Code (CVC) - Always obey the law and drive safely.
2. Special Instructions (SI) - No gimmicks appear inside SIs, which start with Begin SI: and end with End SI. Do them in the obvious manner. Do not consider lower precedence instructions when executing SIs.
3. General Instructions (GIs) - The ground rules of this rallye, which you are reading now.
4. Rallye Personnel - Rallye Personnel at the checkpoint will alter your RIs and give you additional instructions not listed here.

5. Travel @C and #C- You are flying a space ship with a limited hyperdrive. You can sometimes use it to perform extra actions, with unpredictable effects as you briefly travel at the speed of light, or 'C' for you science geeks.
 - a. The hyperdrive is available whenever the Route Instruction Computer (RI:C) is a valid RI lettered C instruction **and** you have marked C or ABC for the RI as detailed below.
 - b. You may also encounter intergalactic phenomena during your travels. These can occur anywhere during the Rallye, are indicated with a #C, and are considered in effect as soon as you encounter them on your route, and after you complete the SI at the start.
 - c. Valid @C and #C instructions are English words.
 - d. No more than one @C can be active at any time.
 - e. An @C may validly (and temporarily) alter GIs while active.
 - f. The active @C goes out of effect when another valid @C comes into effect.
 - g. #C phenomena remain active unless explicitly canceled.
6. Route Instructions (RI): Numbered instructions on RI pages.
 - a. Complete RIs in ascending numerical order.
 - b. A route instruction has three lettered parts, A, B, and C.
 - c. Parts A and B are alternatives containing one or more actions separated by commas.
 - d. An A or B part that contains invalid actions can still be performed as long as there is at least one valid action. An A or B part that has zero valid actions is invalid so cannot be performed.
 - e. Whichever alternative's leftmost valid action can be completed before the other is the alternative you will execute, and is marked on your Scoresheet for that RI with an "X". The other alternative is not executed.
 - f. If both alternatives' leftmost valid actions can be executed at the same time, mark C with an "X" on your Scoresheet and execute the valid actions in alternative A. Then consider the @C instruction to be in effect.
 - g. If both parts A and B are completely invalid (due to active #C or @C effects):
 - i. Mark A, B, and C on your Scoresheet with "X"s,.
 - ii. Execute any actions in part C. Then consider any @C instruction contained within to be valid and in effect.
 - h. When all the valid actions of A, B, or C parts have been performed in order from left to right, consider the RI to be completed, but remember that #C and @C effects remain in play until canceled.
7. RT at an uninstructed T.
8. Continue Straight as Possible (SAP). This may take you around curves.
9. Reverse your direction of travel at dead ends.

Route

- Drive safely. This is not a race. As long as you turn in your scoresheet at the finish by 4pm, you will be scored based on your answers, not on your finish time.
- All roads must be paved and public.

- Parking lots, driveways, and private roads only exist at the start and finish.
- Do not travel on terraces that start with a V or enter roads marked NO TRESPASSING.
- Do not execute any instruction to turn at forced turns.

Start and Rallye School

For first timers, or beginners who have never run an A/B Rallye before (and for those folks who caught last October's C-Krate Rallye) there will be a Rallye school around noon near the start location. While experts might not need the school and can leave as soon as they have their starter packet, attending might help with some of the gimmicks. (Begin SI: No additional translations will be given during the school, so you can safely skip it. End SI).

Checkpoint (CP)

There is no checkpoint at the start. The on-route checkpoint encountered at Ponderosa Park will be identified by a rallye-erected sign similar to the one at the start. It is staffed by translation 'experts' who can help you with some of the foreign translations. When you encounter the on-route checkpoint, first encountered on the right after RI #11, the secret passphrase is "bunlar aradığınız droights değil." Do not enter the checkpoint if passing it on the left.

The experts will be impressed if you can speak another language. You should always ask for a translation guide for purposes of reading the subtitles.

CP personnel may be scoring spaces on your Scoresheet, so make sure it is current before you enter the CP.

Finish

The Finish is at St. John's Bar and Grill, 510 Lawrence Expy, Sunnyvale, CA 94085, which you should be able to navigate to using your phone's GPS. You can proceed to the finish if you complete the Kessel Run, or if you complete RI #42, whichever is faster.

The Finish is officially open between 3 and 4 pm, but you can turn in your scoresheet before then if the Rallyemaster is present. It is recommended that you take a picture of your scoresheet after filling in the TIE breakers. Before turning in your scoresheet, ensure that you have it completed.

Late scoresheets may be penalized 5 points per minute late up to 4:15 pm.

If you disagree with the gimmicks as explained in the critique, protests are welcome up to 4:15 pm. Each protest must be provided on a separate protest form with your car number, class, problem, and perceived solution. Honored protests may affect the results of other cars besides yours.

The Rallyemaster can be reached at (541) 782-8164. If there's no answer, try again in a few minutes. Don't leave a voicemail message.