



Number of players

1 to 5

Ages

8 and above

Getting ready to play

1 team sheet for each player
3 cyclist pawns for each player
1 12-sided die (or 2 6-sided dice)

1 Pace Wheel & a few tokens
1 fictitious starting area strip
1 race track

Goal of the Game

Pass the finish line first with one of your cyclists.

Setting up the game

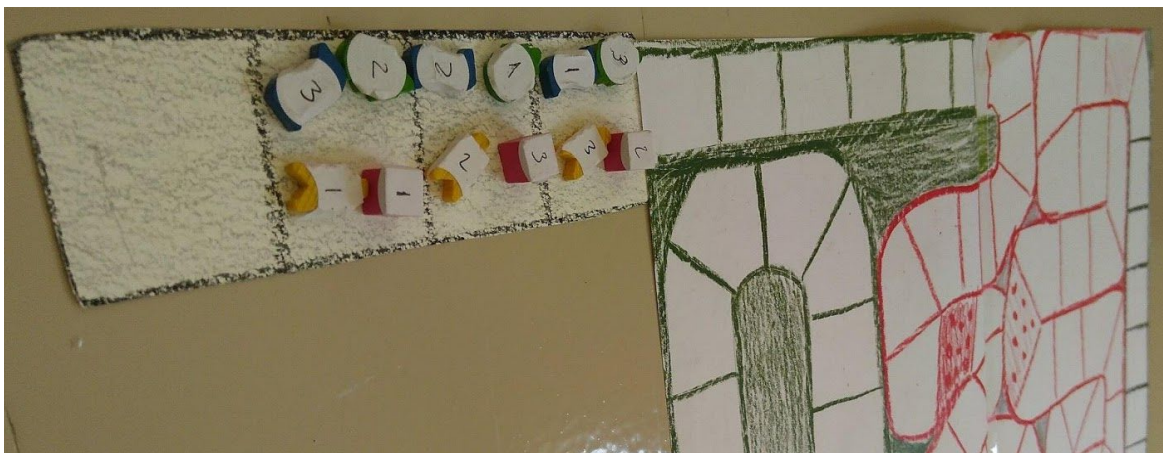
Each player receives a team sheet and 3 cyclists.

A die roll determines which player starts: the largest number begins, the other players follow clockwise.

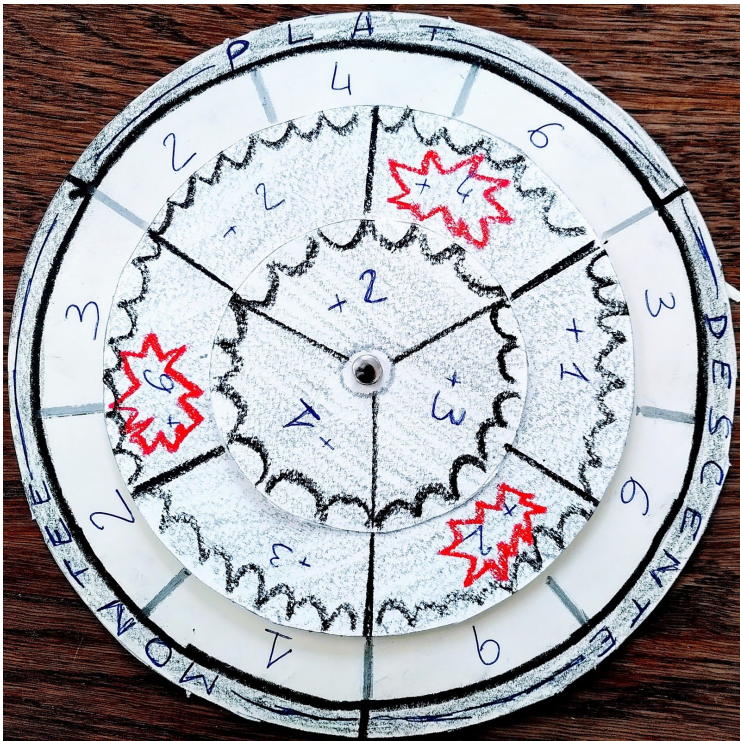
In turn, each player allocates a total of 15 points to a racer, divided between the sprint, stamina and climbing skills. Each racer will therefore have a unique profile. None of the three abilities can receive more than 10 points.

Once the racer profiles have been created, the players take turns in placing a racer in the fictitious starting area, placed at the entrance to the stage course. Each square can contain a maximum of 4 racers.

The Pace Wheel is placed next to the stage course. A token is placed on the Wheel's outer circle on the number 4 representing a steady pace on flat terrain.



Pace Wheel



The 'Pace Wheel' is made of 3 circles indicating:

- 1. The number of squares traveled per turn depending on the terrain and pace (**outer circle**)
- 2. The additional necessary points to start a successful breakaway (**middle circle**)
- 3. The additional necessary points to successfully counter a breakaway (**inner circle**).

Terrains

The three types of terrain are identified on the course of the stage by their color:

- Uphill: red
- Flat: green
- Downhill: black

Allure of the peloton and other groups

Groups can follow three paces: slow, steady or fast.

Maintaining slow and steady paces do not cost any points to racers.

Maintaining a fast pace for a group costs 1 point to each racer in the first square of the group

Depending on the terrain on which the runners are, each pace corresponds to a number of squares covered per turn:

	slow	steady	fast
Uphill	1	2	3
Flat	2	4	6
Downhill	3	6	9

The terrain on which a group is located is determined by square occupied by the front of this group at the start of the turn.

Start of the race

The race starts at steady pace on flat terrain. During the first turn racers will move 4 squares.

When a square is filled by 4 racers, passage is no longer possible and the following racers must stop on the previous square.

Course of each player's game turn:

Each player's turn will follow these steps

- 1. Move all racers**
- 2. Attempt a breakaway**
- 3. Move a racer within his group**
- 4. Resource points burn**
- 5. Set the race pace for the next player**

1. Move all racers

The first step in a player's turn is always to move the cyclists according to the pace set by the previous player.

2. Attempting a breakaway

To attempt a breakaway, the cyclist:

- Must be in the leading square of a group.
- Burns immediately 1 skill point (details in the table below).

To succeed in the breakaway:

- The die roll is at least equal to the minimum established by the pace wheel (middle circle).
- The player can burn 1 additional point to improve his result by 1.
- If a player reaches 12 points (die roll + additional point), the breakaway moves 1 additional square.
- The player can burn 1 additional point to gain 1 more square to his breakaway.

To counter the breakaway:

- A racer must be in the first square of the group (same square as the racer breaking away).
- Burns immediately 1 skill point (details in the table below).
- The die roll must be at least equal to the sum of the attacker's dice roll + the supplement required by the pace wheel (inner circle).
- The player can burn 1 additional point to improve the result of the die roll by 1.
- A successful counter allows a runner to join the escaped runner on his final space, without additional point cost

3. Move a racer within his group

Each player can move 1 of his racers within each group.

If the target space is already occupied by 4 racers, the player chooses one cyclist to move on space backwards.

A player can never move an opponent's racer forward.

If at the end of a turn, the first square of a group has less than 4 cyclists, the riders in this square will be considered as having broken away from the group.

4. Resource points burn

Resource points for maintaining a fast pace are burned at this stage.

If a racer does not have the necessary points to follow the pace assigned, he will drop from the first square and will be moved back and placed in the next square with an available spot..

5. Set the race pace for the next player

A player can change the pace of all groups in which he has a racer present in the first square. The player does so by moving the tokens on the Pace Wheel.

Pace can be changed only by one step. It is not possible to go from slow to fast, or vice versa, directly. To accelerate the pace of a group, or maintain an accelerated pace, a runner will use a point (see table below). As long as the chosen pace is maintained, points will be burned during the turn of each player, not only of the player who initially decided the pace.

Point burning applies to all the runners present in the first square of the group.

Example:

If a racer attempts a breakaway from a steady-paced group on flat terrain. The group will move forward 4 squares. To breakaway a racer will have to roll at least 6 with the die (4 + 2). If that racer successfully obtains 6, a counter to that breakaway will need to reach 8 (4 + 2 + 2)

In a group cycling at the same pace, if the attacker obtains 10 at the dice roll, counters will require a score of 12.

If the die roll meets the condition surrounded by red, the escaped runner will cover an additional square.

Riders characteristics:

Sprint: ability to maintain a high top speed (breakaway, sprint)

Stamina: ability to maintain a high cadence (breakaway, group)

Climber: ability to accelerate or maintain a high speed uphill

Victory

The first player to cross the finish line square is declared the winner.

If a group arrives at the finish line at the same time, they are decided by the number of sprint resource points remaining for each player.

If racers are still tied, the resource points for maintaining pace on the terrain of the finish line are taken into account.

If racers are still tied, the players whose turn it is wins, all other racers present in the same square then rank following a clockwise turn.

Use of skills according to the terrain:

	downhill	flat	uphill
breakaway attempt	sprint	sprint	climber
maintaining pace	endurance sprint	endurance	endurance climber

Optional additional rules

Mechanical incident

During a die roll, if the result obtained is 1, the player suffers a mechanical incident. The cyclist affected will not be involved in the group's next turn. He can compensate for movement spaces by using endurance points during the next turns.

Food supplies

When the runners stop on the square marked "R", they can add 2 points to the skill of their choice. This can only be done once per feeding zone.

Rules for multiple stage races:

Recovery of resource points:

Between each stage, runners can distribute 6 points to each racer between the different skills.

A racer's resource points can never exceed the points he had in each resources at the beginning of the race.

Best climber:

At the top of each uphill road, the racers will receive the following points:

- 1st: 5 points
- 2nd: 3 points
- 3rd: 2 points
- 4th: 1 points

If several runners in a group pass the summit at the same time the ranking points are determined in the same way as for a race finish.

General classification

For each stage, the winner receives 0 points. each runner arriving individually then receives 1 additional point according to their passage from the finish line: the second runner receives +1, the third +2 ... the 10th +9, etc.

The runners of the same group arriving after the victorious runner all receive the same number of points, The racers then receive +1 for each additional turn until they cross the finish line.

The winner of the general classification is the racer with the least points at the end of all stages.