

*Nalini*

# tour.

team manager hand book...//

important information enclosed.

[basic game]

**GAMES ON 5**  
**THE WAY 12**



# Contents...//

Introduction [this booklet]

Components [this booklet]

Basic game [this booklet]

Starting (6)

Movement (9)

using abilities (12)

how to win (14)

Scenarios [advanced rule booklet]

signing cyclists

team leaders

money

jerseys

single stage or tour

seasons (single or multiple)

To: Team Manager

Teams need to be decided for the upcoming Tour. We hope for a victory in the team competition!

# Introduction...//

Welcome to the world of professional cycling. As a new team manager joining one of six established teams we wish you the best and hope that you can bring success to the team and to the cyclists that give their blood, sweat and tears to the team's cause.

We sincerely hope that you are up to the challenge, whether it is to lead the team in a one off race, or over the course of a multi stage tour or a season. Your tactics will ultimately prove to be successful or will fail your team and sponsors.

Each cyclist in your team has different strengths, weaknesses and abilities and in order to claim that elusive rider or team victory you should focus on the strengths and protect your cyclists from their weaknesses.

Some may thrive in the strength-sapping mountains while others can pull out an astonishing sprint at the end of a 180 kilometre slog.

Remember, if jerseys are being fought for, that race victory alone is not the only path to success. Green jersey points, mountain points and team points are all available – the true professional team leader will know what to focus on to obtain glory for the team.

Best of luck. You'll need it.

# Components...//

With tour. you should have received the following:

+ 9 Double-sided course boards

Orleans to Poitiers

Angouleme to Gueret

+ 6 Team boards

Capitala, Team FATE, Bario Estra, Casse Vasse,

Regarde & Scheil SFS

+ 30 Cyclists

5 green (Capitala)

5 blue (Team FATE)

5 yellow (Bario Estra)

5 orange (Casse Vasse)

5 purple (Regarde)

5 red (Scheil SFS)

+ 120 Counters - 20 each in team colours

+ 24 Yellow heart tokens, 18 red heart tokens

+ 29 Cyclist slipstream tiles

+ 6 Dice - 3 white (2-4) & 3 black (5-7)

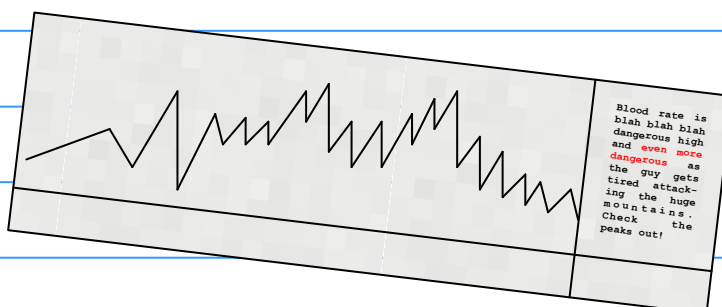
+ 41 Unique cyclist cards

+ 4 Jersey cards

green, yellow, polka dot and light blue (under 25)

+ Score sheets (also downloadable)

+ Weather and conditions CD



# Stage set ups...//

Final kilometre



Grey squares show change in road. Red squares up ahead mean upwards slope. After red squares the road descends until next grey squares.



# Starting...//

The basic game covers the playing of a one-off race over a single stage, otherwise known as a "Classic".

In real life professional cycling all that is important is getting past the line first, however in tour., the winning team is the team that manages to win the most points overall at each sprint checkpoint or mountain checkpoint and the final sprint across the line. This encourages making your cyclists work together as a team to pick up points throughout before going for the final victory at the end of the stage.

Choose which stage you wish to race on then set up the boards as shown on page 5. We would suggest the flat Orleans to Poitiers stage for first play as there are slightly fewer rules to get your heads around.

Each team manager then needs to take the team board of their choice and the corresponding plastic cyclists numbered 1 to 5. They also need to take the plastic counters of their colour. Certain teams do NOT have advantages over others so it is merely a colour/nationality preference choice.

Next, the managers need to decide how many cyclists each team will have. With two players we would suggest at least four per team, with three at least three cyclists.

The more cyclists, the greater the occasion!

Now the cyclists need to be assigned and drafted into the teams. When choosing team members it is important to take into consideration the terrain and probable race tactics. For example, filling a team with sprinters gives the team a real chance with the sprint bonuses, but their low resilience means that they will struggle as the pace picks up. Ideally a team will balance their

## Starting cont...//

star team leader with a sprinter (or mountain specialist) and other solid all-rounders to support the team leader.

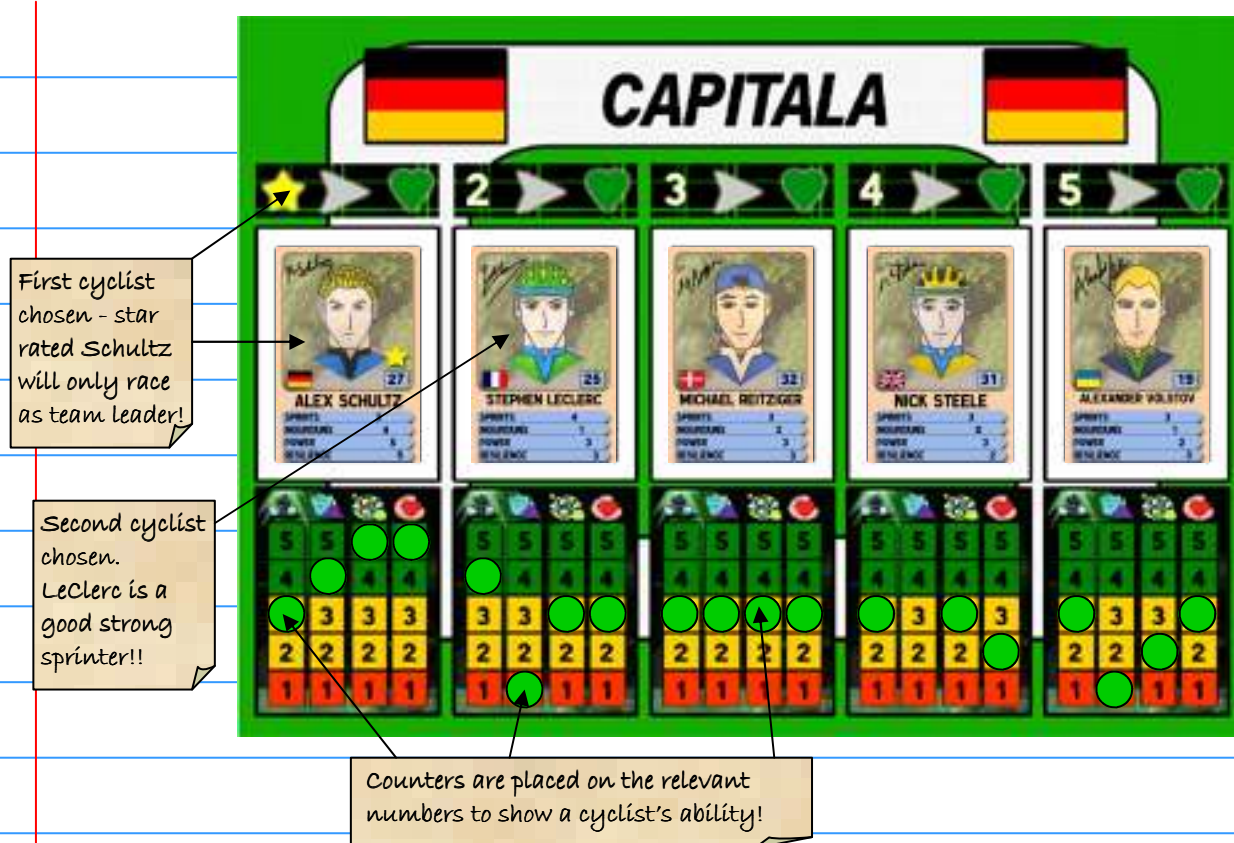
Cyclists with a star can ONLY be placed in the star position (position 1) on the team board. There are six team leaders which are chosen, one each, by the team managers. Next the other cyclists need to be chosen. Depending on which team leader is chosen, and what stage is being raced shows who gets to pick their next cyclist first.

The following tables show the order of who chooses their second cyclist first:

	Orleans - Poitiers	Angouleme - Gueret
Chooses first	Roberto DiMassa	Matthew Phillips
Chooses second	Christophe Dupre	George Austin
Chooses third	Nickolai Vinokovski	Alex Schultz
Chooses fourth	George Austin	Christophe Dupre
Chooses fifth	Matthew Phillips	Nickolai Vinokovski
Chooses sixth	Alex Schultz	Roberto DiMassa

A team manager does not need to choose a star rated team leader to fill their number 1 slot. In which case they automatically get first choice at choosing the second cyclist. If two or more managers choose non-star cyclists as their number 1, the cyclist with the lowest total points score chooses first.

Once the second cyclist has been chosen for each team, the manager who chose the cyclist with the lowest overall points score (sprints, mountain, power, resilience) chooses their third cyclist first, and so on until all teams are filled. The picture below is an example of how the game board will look with the cyclists in place:



Each cyclist has four important statistics that shows what kind of cyclist they are and how good they are at their craft. These are all point ratings out of five and are as follows:



**Sprinting:** The higher the number, the better the sprinter! This skill gives the cyclist bonus movement when racing for a green jersey checkpoint or in the last kilometre of the stage.



**Mountains:** Cyclists with higher mountain ratings can roll the breakaway dice more often going up the mountains to help power away from the rest of the group.



**Power:** Cyclists with higher power ratings can roll the breakaway dice more often on the flat ground to charge away from the group.



**Resilience:** The higher the number, the more punishment cyclists can take at the front of a group or cycling alone.

There is a full description of how these skills are implemented later. Each team manager takes their counters and places them on each rating track below the cyclists as shown above.



# Movement...//

Now you have chosen the stage to be raced and have each chosen your team and cyclists, placing the cyclist cards on your team board and placed the counters below them to keep track of their ratings on the tracks. It is time to start the race.

There are three of each of the two dice in the game. A standard movement dice (numbered 2-2-3-3-4-4) and a breakaway dice (numbered 5-5-6-6-7-7) which are used for the movement of their cyclists as well as deciding on the outcome of dangerous overtaking manoeuvres and crashes.

The cyclists are now placed at the start. The starting board is the one with the stage overview and the names of the towns being raced between. Cyclists are placed one at a time by team managers using the number of squares nearest to the start of the 'road' equal to the number of cyclists in the race. For example, if there are 12 cyclists in the race, the back three rows of squares are used. With 18 cyclists use the back four rows and the two squares from the next row forward that are staggered back. Each manager can place any cyclist in turn in any of those spaces.

REMEMBER, movement is carried out in turn - from the furthest forward cyclist to the rearmost. If two cyclists are level, the left-most cyclist as they face forward is moved first.

Each of the cyclists that is directly behind another cyclist after all teams have been placed on the track is "slipstreaming" or "drafting". This will give them a bonus of +1 added to their dice roll when moving. Each of these cyclists is given a pink arrow token to be placed on the grey arrow above their corresponding cyclist card on the team board. Every turn that a cyclist finishes directly behind another they keep, or gain, the pink arrow. If there is no-one directly in front of them the pink arrow is

## Movement cont...//

removed to show that they are not currently slipstreaming any other cyclist and therefore do not get the movement bonus.

Starting with the cyclist at the front of the group (and furthest to the left) a dice is rolled by the team manager. For normal movement the 2-3-4 dice is rolled, if the team manager wishes for the cyclist to attempt to break away from the group (explained later) then they roll the 5-6-7 dice.

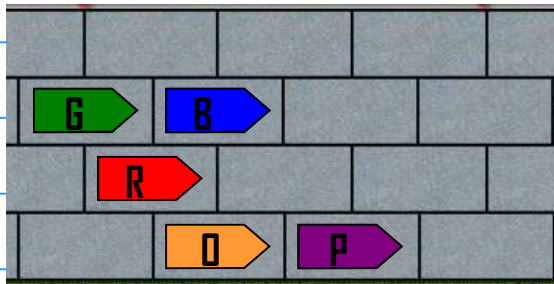
The dice is rolled and the cyclist moves up to that number of spaces (a minimum of 1). They can move forwards or diagonally forwards or a combination of both. Each cyclist in the game rolls and moves. Any that were slipstreaming can add 1 to their roll as mentioned above. Turn order is based on road position, not team per team.

Any cyclist who does not have another cyclist directly in front or diagonally in front at the end of the round of movement picks up a yellow heart token to place over the green heart above the corresponding cyclist card on the team board. This indicates that their heart rate has increased as they are doing more hard work at the front of a group. If they already have a yellow heart then they replace it with a red heart. If they have a red heart already then they remove the token and lower the counter on the cyclist's "Resilience" track one space closer to zero.

If a cyclist finishes his turn with another cyclist directly or diagonally in front of them, they downgrade the heart to show recovery. Red becomes yellow and yellow becomes a green heart.

Once every cyclist has moved, the slipstreaming and heart rates are determined and a new round of movement starts with the foremost cyclist. This continues until the cyclists have all crossed the finishing line.

# Movement cont...//



Cyclists positions at the end of a round of movement. They are moving left to right.

**Purple** is furthest forward so will move first next round. He is not slipstreaming and will pick up a heart rate token.

**Blue** will go second (level with orange but is furthest to the left). He is not slipstreaming and will pick up a heart rate token.

**Orange** will go third. He is slipstreaming and picks up a pink arrow token for next turn. He does not pick up a heart rate token.

**Red** will go fourth. He is not slipstreaming but also does not need to pick up his heart rate.

**Green** will move fifth. He is slipstreaming and is not needing to increase his heart rate.

## Overtaking through an occupied space:

A cyclist can attempt to overtake another cyclist by moving **THROUGH** the occupied space as if barging their way through. However, this is risky and could end in a crash. First of all the team manager must roll the chosen dice and count out the movement. The cyclist must be able to finish in an open space. For each cyclist's space they are barging through the manager must roll the 2-4 dice. If they roll a green 2 then the cyclist has crashed! If not they have passed through the space safely. If they are barging past another cyclist in that turn they must roll again for each subsequent occupied space.

If a green 2 is rolled the manager must roll again. If they roll a 4 then the cyclist has fallen off bruised and misses one turn.

The cyclist is turned to face the wrong way in the first unoccupied space directly behind the incident space. They cannot be used by other cyclists to slipstream or prevent tiring, but do use up the space. If a 3 is rolled then 2 turns are missed while a new bike is brought to them. If a 2 is rolled then 2 turns are missed **AND** the cyclist loses one resilience. If a green 2 is rolled they are out of the race with a broken collarbone! (If racing a tour in advanced mode then they are out of the whole tour so beware!)

# Using abilities...//

Each cyclist has four ratings and abilities - Sprints, mountains, power and resilience. Some of these have briefly been mentioned earlier but now they will be covered in more detail.

## Power:

The power rating shows how many times in a stage a cyclist can roll the 5-6-7 Break Away dice. This is rolled instead of the standard movement dice after the manager announces his intention for the cyclist to "Break away". If the cyclist was slipstreaming they may still add the +1 movement bonus. Once they have moved they must move the corresponding counter on the team mat down by one to show how many more bursts they have remaining.

When their rating reaches zero the counter is removed and the cyclist may no longer break away that stage.

CAN BE USED ON: Flat surfaces.

CANNOT BE USED ON: up hill (including grey squares), down hill, final km.

## Mountains:

This is very similar to power in that the team manager gets to roll the Break Away dice for the cyclist. Again slipstreaming bonuses can be added to the dice roll and after movement the corresponding counter must be moved down one space. Once it reaches zero the cyclist cannot break away up the mountains again.

CAN BE USED ON: up hill (including grey and red squares).

CANNOT BE USED ON: The flat, down hill, final km.

## Sprints:

This ability can only be used when racing for green jersey checkpoints (the green spaces on the track) and in the final kilometre (the blue track at the end of the race). The checkpoint sprint and final kilometre sprint are handled differently.

A sprint can only be used once per checkpoint and the cyclist's sprint score is lowered by one each time it is used making it less powerful at each checkpoint. The sprint ability is added to the roll of the standard dice.

## Using abilities cont...//

So if a cyclist's sprint ability was 4 and they rolled a 3 they could move 7 (8 if they were slipstreaming). In the final kilometre a cyclist must start his turn in a blue space in order to sprint (only once), while at a green jersey checkpoint a cyclist must be able to reach the green square with an optimum roll of 4 (added to their current sprint ability score) in order to sprint. If the cyclist does not roll a 4 and therefore falls short of the line they still use the sprint but have "peaked too early" and may get overtaken on the line. Again they can only sprint once per checkpoint and must lower their ability by one for the rest of the stage. Cyclists cannot sprint at a checkpoint if the points have already been decided.

### Grey spaces:

Grey spaces denote a change in road angle. Managers must always look for the next checkpoint to see what it signifies. For example, on Angoulême to Guéret the road starts flat. When the cyclists get to the grey spaces check the next checkpoint which is a red mountain checkpoint. This means that from the grey space the road has started to slope upwards into a hill climb. After the red spaces which denote the summit the road then falls (downhill so no mountain or power breakaways can be used) briefly until the next grey spaces. The next checkpoint is again a mountain checkpoint so the road is climbing again. Once the second mountain summit is reached the road falls downhill again until just after 100km which starts the final climb, followed by the final descent. There is no grey space after the final climb which means that the road falls until the finish (although sprints are always allowed in the final km).

This is quite straight forward for the standard game, however in the advanced tracks the managers must carefully check the layout.

If the grey space is followed by a green sprint checkpoint then the road has become flat again. The road remains flat until the next grey checkpoint. The only time a red checkpoint does not immediately signify a descent is when it is followed by a green checkpoint. This signifies a flat section after the climb and power-based breakaways are allowed.



# How to win...//

When racing a 'classic' or one stage race, the team that wins the most points in total wins the race. For each checkpoint 6, 4 and 2 points respectively are given to the first three cyclists across the line, while at the finishing line, 10, 8, 6, 4, 2 and 1 points are given to the first 6 finishers. Each team adds all their gathered points together to determine the winning team. Score sheets are provided for these one off races but scraps of paper do just as good a job.

Alternatively, managers can choose to play that the first cyclist across the line wins.

Managers can 'retire' cyclists if they feel they are too far back to gain any points or make a difference in the race. The cyclist is then simply removed from the track. This is a common occurrence in professional cycling to prevent the cyclist from tiring himself out for no reason.

While most points are available for the final finishing positions, don't underestimate the points available at the checkpoints throughout.

The best teams are not made up of cyclists who race for themselves. Use weaker cyclists to support the stronger cyclists and set them up for the win.

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**The small power, mountain, resilience and sprint images are Microsoft Clip Art.  
hamsteroffury@hotmail.com**

**I would like to thank all those who helped in the developing and playtesting of this project. Especially my wife who's put up with enough stress, mess and money pouring from our account into little plastic cyclists to last a lifetime, and yet has still supported me in this. xxx Thanks to Jemma for the excellent professional photography and box art.**

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