



Tour de France Board Game

Board game with official A.S.O licence



The Tour de France board game is a realistic simulation of the largest professional bicycle race in the world.

Game components

The basic game set contains game plans for 4 stages, that copy real stages of the 109th Tour de France race.

- ROSKILDE > NYBORG,
- BRIANCON > ALPE D'HUEZ,
- CARCASSONNE > FOIX
- PARIS LA DÉFENSE ARENA > PARIS CHAMPS-ÉLYSÉES

The game can be further extended by additional individually sold stages.

Other components:

- 36 pawns to represent six teams, each with six riders. The pawns are colour-coded and carry number bibs.
- 5 dice, each with a different function.
- 1 start corridor, where the race begins. The reverse side carries the winners' podium for the three most successful cyclists on the finish line.
- Similarly to the real Tour de France, the game involves individual and team classifications as well as the Sprinters' and King of the Mountains competitions. A pack of jersey stickers is used to mark the riders in lead. Jersey holders can benefit from their exceptional skills by using special cards (yellow, green, polka dot).

Game plan description

The game plan represents a stage. The road is made up of hexagonal spaces on which the pawns move. Each stage consists of segments separated by distinct yellow lines. The segments are significant for the direction in which the riders move. White arrows indicate forward direction of movement in that segment. The light blue line on the edge of the road and the arrows coming from it show the direction from which the wind is blowing, and in the game, they determine the order in which the players play. Black arrows in yellow fields copy the real signs used in the race stages and serve as auxiliary traffic signs. They indicate the same forward movement like white arrows and are always placed on the side from which the wind is blowing to determine the order of play. In hilly terrain, segments where the climb starts and ends are highlighted by 3D effect hatching at the yellow borderline and also the colour of asphalt is noticeably lighter.

Game principles

Each player uses pawns to represent his cycling team. The movement of pawns is determined by throwing dice. Dice of different colours have different functions, depending on whether the terrain is flat or hilly, or when a tactical situation emerges. The game is played as a sequence of individual moves, where the order of pawns on the game board is determined by arrows. Players take turns to move their pawns in a given order. The whole sequence is completed after all pawns are moved, upon which a new sequence begins. The beginning of each new sequence is confirmed using an application, which adds up all moves and calculates the finish times and final standings. The game mechanism is not based on accident only but rather on the reasoning for each individual move, as the hexagonal net allows a relatively large freedom of movement. The placement of a pawn (rider) can be planned with respect to anticipated moves of other players' pawns. The choice of dice provides the opportunity to plan a strategic manoeuvre that can lead to the breaking up of a group, initiate an attack or on the contrary slow down pursuers.

Rules

1. Let's start

To prepare for the start of each stage, attach the start corridor to the game plan so that the hexagons match. To start the race, use the application to draw the order of teams. Players then follow this order to place their pawns in the start corridor area. It is up to each player to decide where he places his pawn. The order of play is determined by the arrows in the segment where the pawns are heading after the start of the race. Fig.1 The race begins with the first sequence on the app. The pawn that opens the game sets the speed by throwing the yellow die and other pawns follow as described below. The start of each sequence is confirmed in the app by the judge. The confirmation is accompanied by a sound effect. The order of play at the start of the following stages is determined by the general classification position of each rider and the players place their pawns on the board according to the start list.

2. Basic pawn moves

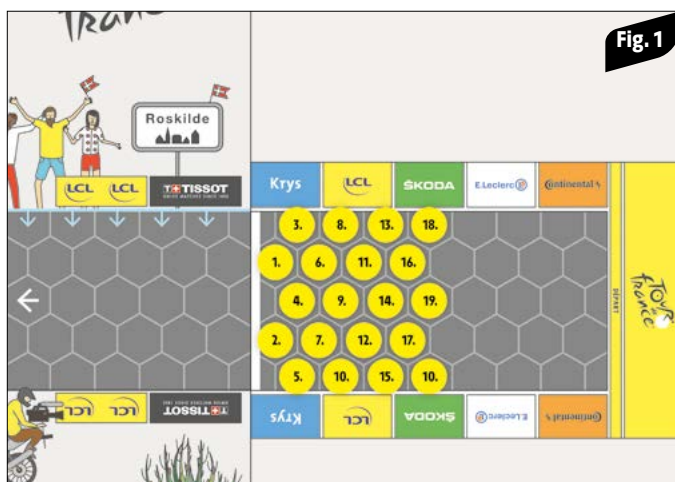
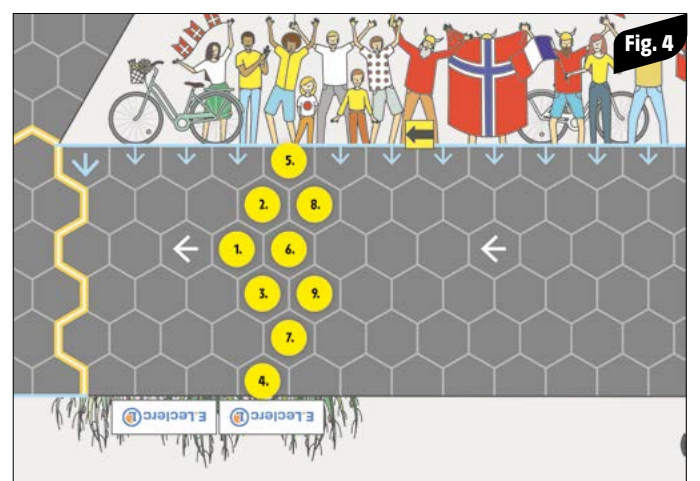
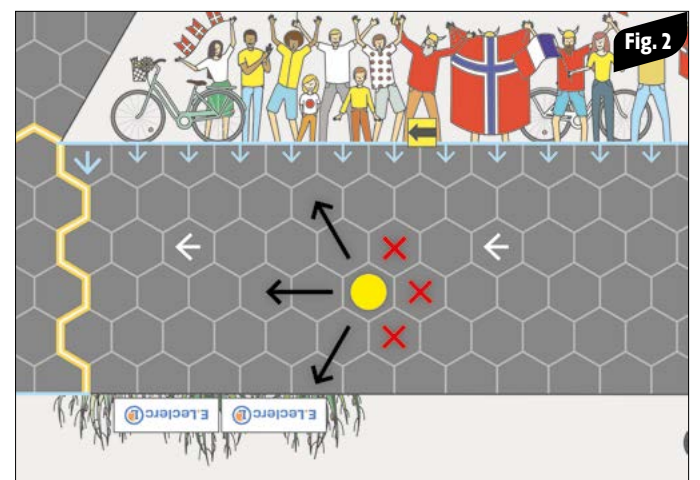
In the hexagonal spaces, pawns can only advance forward in three directions, which are indicated for each segment by white arrows. They can never move backwards in the opposite direction. Fig.2 The direction of movement towards the yellow line is additionally indicated by black arrows in yellow fields on the sides. Fig.3

3. Establishing the order of play

At the beginning of each sequence, the pawn that is closest to the yellow line of the segment is in the lead. If more pawns are at the same level, the order of play is determined by the light blue arrow from the "windward side" of the segment. If the wind blows from the right, then also the pawns take turns from right to left and vice versa. For better orientation also the black-yellow arrows can be used. These arrows not only indicate the forward direction but depending on the side of the road they are placed on, they show which riders move first. Fig.4

4. Right of way for pawns according to segment

Pawns that cross the yellow line of a segment advance to the next one, and follow this segment's direction arrow. The order of play is determined by the new "windward side". Pawns which at the beginning of a new sequence are already placed in a new segment behind the yellow borderline always have right of way before pawns that have not managed to cross the borderline yet. Pawns can cross more than one borderline and so advance through more segments in one go. Fig.5



5. The speed of movement

The speed of advance is determined by throwing dice.

The yellow die (2/ATTACK-3-3-4-5-6) is only used when riding on flat ground. The 2/attack symbol has two meanings. For pawns (riders) that are in a position to attack it means they can execute the attack. For pawns that are not in such a position, only the value 2 counts to show how much they advance.

The polka dot die (1/ATTACK-2-2-3-3-4) is only used when going uphill. The 1/attack symbol has two meanings. For pawns (riders) that are in a position to attack it means they can execute the attack. For pawns that are not in such a position, only the value 1 counts to show how much they advance.

The green die (3-4-4-5-5-6) is only used for acceleration in an attack.

The white die (1-1-2-2-3-3) is tactical and is used to slow the pace of the group down. A player can use it at any time, but only when riding on flat ground.

The red die (4-5-6-7-CRASH-BIG CRASH) is used in crucial moments when a player decides to take a risk. A player can use this die at any time, but only when riding on flat ground. Crash and Big Crash mean a fall. Beware of the consequences!



Each new sequence is opened by the player, whose pawn (rider) is in the lead. By throwing the die he determines his speed. However, the rider leading a group is slowed down by air resistance and so can only advance one step (hexagon) less than his die shows. During their turns other players can choose if they want to accept the leader's pace or if they want to throw a die to change the pace. The pawns have freedom of movement in the forward direction and it is up to each rider in the peloton what strategy they adopt.

6. Impossibility of making a move

A situation when a pawn cannot make a single move forward results in a collision (moving backward is not allowed). In such a case the rider stays in the same spot and can only make a move in the next round.

7. Peloton, group

A peloton or group consists of two or more pawns standing on neighbouring hexagons. This also applies to situations when the pawns are placed in different road segments. They create a coherent unit. The leading pawn must always determine the speed by throwing a die. The other members of the group can either opt to accept the leader's pace and follow without throwing a die of their own or they can try and change the pace by throwing a die.

8. Air resistance, wind

The lead rider has to overcome air resistance. For that reason, the pawn at the head of the group moves 1 step less than he throws on his die. The riders behind him make use of slipstreaming and can therefore move ahead at full speed, i.e., the number of steps thrown on the die by the lead rider. This results in turn taking at the front of the peloton or group. It is also the main advantage of a group, which in this way can either maintain or accelerate its pace.

9. Lone rider

Every rider that has no pawn placed on a neighbouring hexagon is a lone rider. Such a player must always throw a die to determine his pace, and advance 1 step less than the die shows. A lone rider is further disadvantaged by not being able to attack. If the player throws 2/attack, they can only move their pawn two spots forward. In this case the move is face value and is not reduced by one point.

10. Riding on flat ground

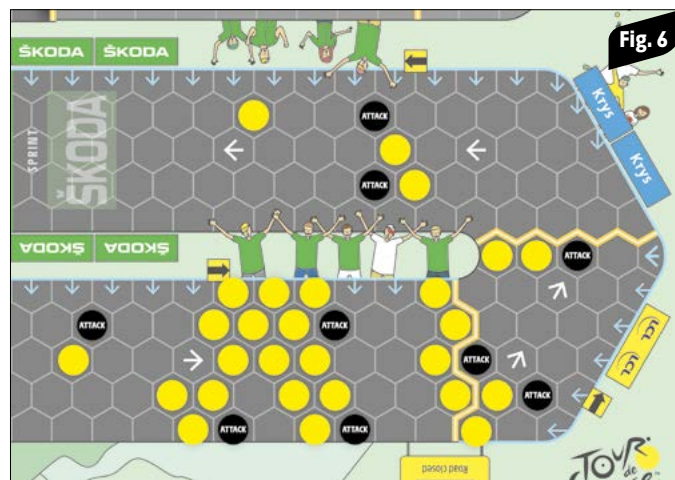
On the game board, the asphalt of flat terrain segments is dark grey colour. When moving on flat ground, players use the yellow die. The lead rider always advances one step less than the die shows, i.e., if the thrown value is 3, the pawn moves ahead by 2 hexagons, if the thrown value is 4, by 3 hexagons, if the value is 5, by 4 hexagons and if the value is 6, by 5 hexagons. The remaining riders of the group can either accept the thrown value, or generate a new pace by throwing a die of their own. The direction and order of movement is determined by the arrows for the given segment. If the blue arrows are on the right side of the road, players take turns to move their pawns from right to left and vice versa. After crossing over to another segment, pawns head for the yellow line, maintaining the direction and order of play indicated by the arrows for the segment they are in. Pawns that have already advanced to a new segment always have the right of way before those that have not yet crossed the yellow line even if in some bends at first glance the situation may seem different.

11. Attack on flat ground

Favourably positioned riders can attack and attempt to make breakaways. Before each the start of each sequence, players check which pawns are in positions allowing them to attack. The lead rider in a group is definitely in such a position as well as any other pawn that has three free hexagons in front of them. On the edges of the road, two free hexagons in front are sufficient. **Fig.6** If such a player manages to throw the 2/attack symbol, they can execute the attack in two different ways:

A/ They can attempt to make an individual breakaway. The player first moves their pawn 2 steps forward, then throws the green die and moves further ahead. In this case both thrown numbers are counted at face value and not lowered by the fact that the rider is in leading position.

B/ They can make use of the attack to speed up the whole group. The player announces their intention and does not move the 2 steps forward, but immediately throws the green die. The two thrown values are added up and the pawn moves ahead. The remaining members of the group can make use of the full thrown value to advance an equal number of hexagons. The speed can be broken by any player who decides to throw the yellow or possibly white die. The pawns in the group then apply the speed value thrown. Please note, a Lone Rider cannot make an attack. Such a pawn can only advance 2 steps forward in the race.



12. Catching the breakaway

The pawn whose turn comes after a rider has attacked and broken away, must throw the die. If he again gets 2/attack, he can catch the breakaway and follow the rider who attacked first. The same in turn applies for the remaining pawns provided they manage to again throw 2/attack. They can catch up with the breakaways one by one until somebody throws a different value on the die. After that a 2/attack throw only means an advance of 2 hexagons.

13. Starting a climb

When embarking on a climb, all pawns use the speed acquired on flat ground. This also applies to a rider attempting to break away. If an additional green die throw is used to boost speed in hilly terrain, the full thrown value is used just like on flat ground. The foot of the hill is often a place where groups re-join.

14. Riding uphill

Behind the hill border line, the polka dot die is used to set pace. Similarly to flat ground, the lead pawn sets the speed by throwing the die, others can choose if they want to follow at the same pace or opt for a die throw. When climbing uphill, the lead pawn does not lose speed. On the contrary, if the lead rider throws a 4, the speed of the pawn behind him is reduced by 1 point. The lead pawn has set off at such a high pace that the riders behind are unable to keep up with him. The riders can either accept the reduced speed and advance 3 hexagons, or throw the die to set their own speed. The situation repeats if another 4 is thrown, even if the pawn is in the middle of a group.

15. Attacking in a climb

For an uphill attack, the same principles apply as for an attack on flat ground. A pawn can attack from a leading position in a group when there are 3 free hexagons in front of them (2 when standing on the edge of the road). If such a rider throws 1/attack, they move 1 step forward and then use the green die to further accelerate their speed by the thrown number. Unlike flat terrain, the possibility of speeding up the whole group cannot be used. The pawn can only make a solo breakaway. The attack can be caught up by riders in the same way like on flat ground. And just like on flat ground, a lone rider cannot attack, the pawn only moves 1 step forward.

16. Leaving the hill

Pawns leave the hill at the speed thrown on the polka dot die. Riders who have crossed the borderline of the hill are on flat ground and start using the yellow die. But pawns that still are in hilly terrain cannot move at the same speed like those on flat ground; they need to set their own pace by throwing the polka dot die. This often results in a situation when at the top of the hilly terrain a lead group, which is already using the yellow die, breaks away and proceeds at a faster pace than the riders who remained on the hill.

17. Braking

Slowing down the pace of a group is one of the tactical features of

the game. If for instance a player has a breakaway pawn, they will not be interested in the peloton catching it up. To slow the group down, they can throw the white die. Then, the speed is not reduced by 1 point, even if the pawn is slowing others down from a lead position. The following 2 pawns can either accept the pace thrown on the white die, or they can try to increase it a little by a die throw of their own. For this the white die must be used! The remaining pawns can again use the yellow die to set their pace. Braking can be used repeatedly by a player, whenever it suits their strategy, but it is only allowed on flat ground.

18. Risk taking

At times, there is a situation when it might be worthwhile to take a risk, and for this the red die is used. By throwing the red die, a rider can significantly speed up, overtake rivals or win a sprint. Speed acquired in this way is not reduced by 1 point, even if the pawn is risking from a lead position. However, a dangerous ride can result in a Crash of the risk-taking pawn, which then remains standing in the same spot and can only start moving in the next sequence. The Big Crash has negative effects even for other riders. The risk-taking pawn has to withdraw from the race due to injury suffered in the fall and the two riders directly behind him crash as well. They remain standing in their spots and can only resume their movement in the next sequence. The player whose turn it is to play must reset the pace by throwing the yellow die. Risk-taking is only possible on flat ground.

19. Support through shared speed

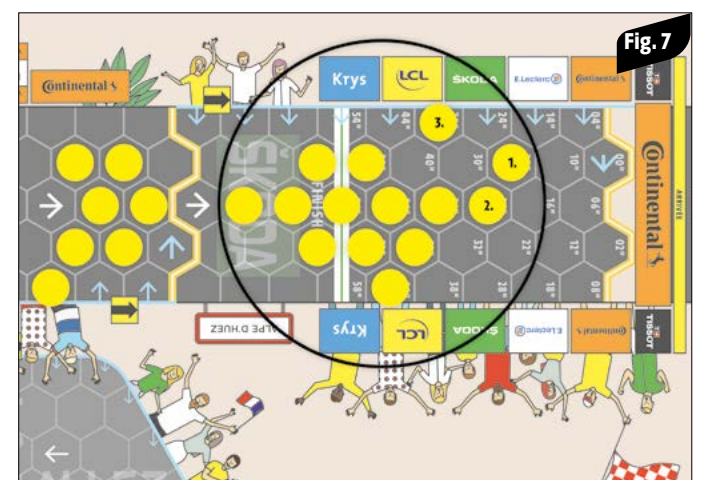
A pawn that does not make use of the full value of their speed can share the speed with another pawn from their team by moving it forward by the number of steps they did not use. Such a rider can overtake their teammate and pull him behind him or move him ahead of himself. The only condition is that at the end of this manoeuvre, both pawns must be placed on neighbouring spots. The same manoeuvre can be used to support an opposing team pawn but only with the player's consent!

20. Sprint and mountain points classifications, record-keeping

Intermediate sprints are indicated by a green finish line and the Sprint sign. Mountain classifications are indicated by a white finish line and the Sommet sign. The first 4 pawns to cross the finish line or to reach a hexagon through which the line runs receive 5-3-2-1 points. The awarded points are the same for both classifications. Classification results are recorded in the app.

21. Final sprint, reaching the finish line

The finish is indicated by a green finish line in a white band and the Finish sign. Riders reach the finish if they cross the finish line or reach a hexagon through which the line runs. The finish spots show second values; the pawn to reach the spot with the lowest second value is the winner. The higher the speed of a pawn in the final sprint, the further spot with lower second value they can reach. If a group reaches the finish, all pawns connected to the winner receive the same number of points as the winner, i.e., all members of the group finish with the same time. In the final stretch, pawns don't necessarily need to stand on neighbouring spots to be members of the group. This rule only applies to the final stretch behind the finish line. Also riders that have not yet crossed the finish line but are attached to pawns in the group that have reached the final stretch finish the race in the same sequence. **Fig.7** The first 3 pawns to reach the finish are awarded time bonifications of 10"- 6"- 4" respectively. Lone riders or groups whose time has been recorded in the finish are removed from the game plan before the next sequence. The three winning pawns can be placed on the winners' podium, which can be found on the backside of the start corridor. In the following sequences riders reach the finish with time gaps.



22. Timing

The application, which is a part of the game, facilitates timing and processes the results. The finish time is calculated in the following way: Each stage has a pre-set, so-called basic time. To this 1 minute is added for each played sequence.

Example: *The pre-set time for the stage that ends in Paris is 2:10:00. Let's say the players play 28 rounds to complete the stage and the winner sprints to the spot with a 14" value in the finish. The winner's overall time will be 2:37:14.* If the winner came in a group, its time will be the same. You can compare your time with the times achieved in real Tour de France stages.

23. Using the application, record-keeping

The players choose a judge who will confirm the beginning of each sequence in the app and enter the correct pawn order in classifications and in the finish. Timing is kept by clicking the TURN button on the stop watch before each sequence. After each classification, the judge clicks the SPRINT POINTS and MOUNTAIN POINTS buttons to enter the first 4 riders to cross the line. He confirms their numbers and the order in which they crossed the line. The confirmed riders' numbers will be highlighted in yellow. On crossing the finish line, the judge enters the order of pawns using the FINISH button. For the group leader he uses the SELECT FINISH TIME menu to enter the second value of the hexagon the rider sprinted to. The SELECT RIDERS menu is used to enter all the pawns that arrived in the same group. The confirmed and highlighted numbers of pawns are then saved by clicking SAVE. The same is repeated for pawns that arrive in later sequences.

Example: *In the Paris stage a group of 5 riders finish in the 28th sequence. Rider #17 sprints to the 26" spot, riders # 22, 3, 14 and 7 reach the final stretch together respectively. The judge confirms their finish; the finish time for all in the group is 2:37:26. In the next sequence a lone rider finishes on the 46" hexagon; his finish time will be 2:38:46. Two sequences later the peloton comes in and its lead rider reaches the 8" spot; the time of all in the peloton will be 2:40:08.*

The app records the finish times, adds bonifications for the winners, counts up achieved classification points, and compiles the result list. Each stage results are calculated separately and at the end of the stage race, the app produces the final complete result list.

24. Competitions

Yellow jersey = General individual classification. The pawn with the lowest cumulative time in all stages wins. In the race, the lead pawn is obliged to wear the yellow jersey. If a rider holds more than one jersey, he wears the yellow one.

Green jersey = Sprint points classification. The pawn with the most points from intermediate sprints wins. In the race, the lead pawn of the sprint classification is obliged to wear the green jersey.

Polka dot jersey = King of the mountains classification. The pawn with the most mountain points from climbs wins. In the race, the lead pawn of the mountain classification is obliged to wear the polka dot jersey.

Teams = Team classification. The times of the three best pawns in each team are counted. The team with the lowest cumulative time in all stages wins.

Jersey stickers from the sticker pack are used to mark the jersey holders.



25. Using cards

Jersey holders, i.e., riders leading individual classifications, have the option of using cards that reflect their exceptional skills and make them front runners in the game.

The yellow card can be used once in each stage by a player for his rider in the yellow jersey. This can only be done in flat terrain! If the pawn is positioned to attack, the player who uses the card does not have to throw the attack symbol on a die but can throw the green die straight away. If they are not in a position to attack, the yellow jersey holder can use the green die at any time whether they are in a group or individually positioned to accelerate their pace. The remaining pawns continue to move at the speed valid before the card was used, or they can throw the yellow die to change it.

The green card can be used once in each stage by a player for his rider in the green jersey. This can only be done in flat terrain! If the pawn is positioned to attack, the player who uses the card does not have to throw the attack symbol on a die but can throw the green die straight away. If they are not in a position to attack, the green jersey holder can use the green die at any time whether they are in a group or individually positioned to accelerate pace. The remaining pawns continue to move at the speed valid before the card was used, or they can throw the yellow die to change it.

The polka dot card can be used once in each stage by a player for his rider in the polka dot jersey. This can only be done in hilly terrain! If the pawn is positioned to attack, the player who uses the card does not have to throw the attack symbol on a die but can straight away throw the green die. If they are not in a position to attack, the polka dot jersey holder can move 4 steps forward without throwing a die whether they are in a group or individually positioned. The pawn whose turn comes next advances one step less, or the player can throw the polka dot die.

If the rider has 2 or more cards, he can use them all in the game one by one, but their validity is limited to the stage in progress.

26. Stage specifications

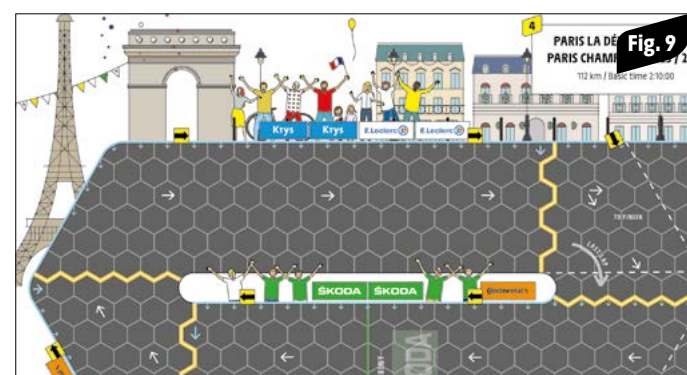
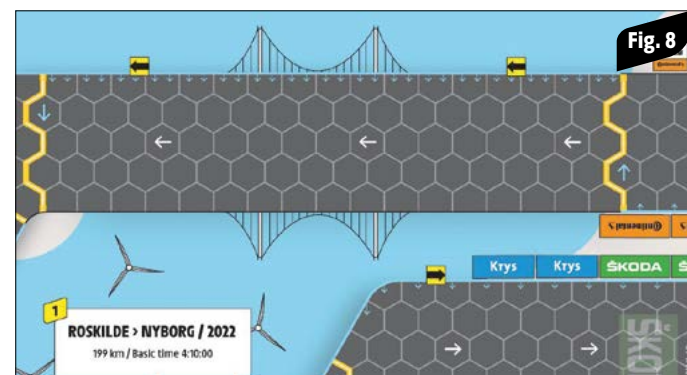
There are 2 stages in the game with distinct features that need to be taken into account.

ROSkilde > NYBORG

In the first stage the peloton crosses the Great Belt Bridge, where riders are exposed to strong winds and need to overcome huge air resistance. A lone rider as well as the lead biker in a group are hugely disadvantaged in the bridge area and their speed is reduced by up to 2 hexagons! The "windward side" is marked with double arrows here. If the speed is 2, the pawn advances 1 step less (unless the rider is in an attack). If the speed is 3 and more, the pawn always advances 2 steps less! If the rider is in an attack, their speed is not reduced and they proceed as they would on flat ground. **Fig.8**

PARIS LA DÉFENSE ARENA > PARIS CHAMPS-ÉLYSÉES

The last stage concludes in Paris with 2 laps of the Champs-Élysées circuit. After going through the first lap, pawns follow the sign 'Last lap' as well as the arrows and order of play of the segment. On completing the circuit, they follow the sign 'To finish' as well as the arrows guiding them to the finish line. There are 2 intermediate sprints in the circuit. **Fig.9**



APPLICATION

The app is an important game accessory. With its help you can edit your team, create a start list, measure time, count points in classifications, and easily calculate partial and complete race results.

The application for iOS and Android can be downloaded using the QR codes, and installed on a mobile device.

After the initial sequence, the START GAME and LOAD GAME menu will appear.

STAGE START = Offers available stages. Click ADD STAGE to create your own race by adding stages from the menu. The app will guide you through the whole stage race.

SINGLE RACE = Offers stages available for playing a single stage race.

SELECT TEAM SIZE = Allows you to choose the number of pawns in the race team. The minimum number is 3 per team. The higher the number of team members, the longer the race will take.

SELECT TEAMS = The number of teams depends on the number of players. Select the competing teams accordingly. You can edit teams by entering their names and the names of the individual riders.

STARTING LIST = Based on your entries, the start list will appear.

DRAW TEAM ORDER = For a single stage race as well as for the opening stage of a multiple stage race starting positions need to be determined. Click the DRAW button to draw the order in which pawns will be placed in the start corridor.

Click the START button to start the timer. The stage name, its length and basic pre-set duration will appear.

TURN = The turn button is clicked by the judge to confirm each sequence.

MOUNTAIN POINTS = Use this button to record the first 4 riders that completed a mountain classification. The app will award points based on the order in which their names are entered.

SPRINT POINTS = Use this button to record the first 4 riders that completed an intermediate sprint classification. The app will award points based on the order in which their names are entered.

FINISH = First, SELECT FINISH TIME will appear, where the judge enters the second value achieved in the finish, i.e., the hexagon value of the winner. If the pawn did not complete the race due to a fall, the judge enters DNF instead. After confirmation, SELECT RIDERS will appear, where the judge enters all the riders that finished the race as a group with the same time, in the order they finished. Clicking SAVE will take you back to the timer, where further moves can be recorded. When other lone riders or groups finish the race, the same procedure is followed.

FINAL RESULTS = Will show you complete results of the INDIVIDUAL, TEAM, MOUNTAINS and SPRINT classifications.

STAGE RANKING = Shows results after the currently played stage.

GENERAL RANKING = Shows results after all stages played so far.

RESULTS = Allows you to see the current ranking during the course of a race.

SAVE = Saves the game.

SHARE = Overall results can be shared.

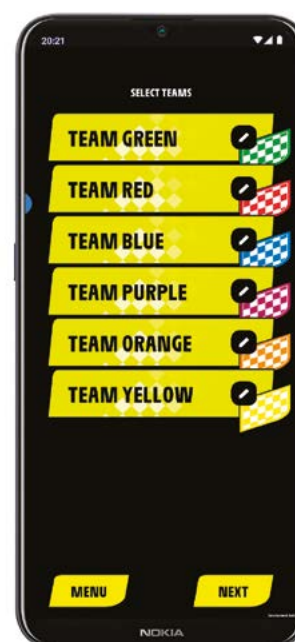
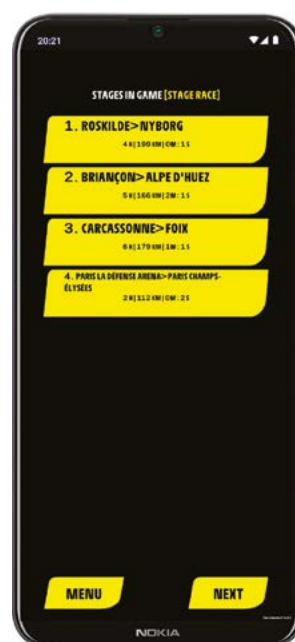


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