



Number of players

2 to 6

Ages

7-8 years and above

To play

- 1 team sheet per player
- 3 cyclist pawns per player
- 1 6-sided die
- 1 Speed Wheel
- 1 tab fictitious starting area
- 1 race board

Goal of the Game

Cross the finish line first with one of your racers.

Setting up the game

Each player receives a team sheet and 3 racers. Each racer starts the race with 10 sprint points.

A die roll sets the order of play: the highest number begins, the others follow clockwise.

The players take turns placing a racer in the fictitious starting area, placed at the entrance to the stage course. A square can hold a maximum of 4 racers.

The speed wheel is placed next to the race course and a token is placed on the steady (*lente*) pace.



Pace of the peloton and other groups

The groups of racers can follow two paces: steady or fast.

At steady pace a group moves 4 squares forward, at fast past it will move 6.

Maintaining a fast pace costs one point per turn to a racer of the player who decides the pace and who is present in the first square of the group.

Start of the race

The race starts at a steady pace. During the first player's turn, the race will start at the speed of 4 squares per turn.

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

Course of each turn

Each player's turn follows the following stages:

1. Movement of all racers
2. Breakaway attempt
3. Racer movement within a group

1. Movement of all racers

At the start of their turn, each player decides the pace he wishes to give to the groups in which he has a racer in the first square. He then moves all the groups of racers starting with the head of the race. The player will take 1 sprint point from one of his racers located in the first space of each group. A player can't give a fast pace to a group if he can't use a sprint point to maintain that pace.

2. Breakaway attempt

To attempt a breakaway, a racer must be on the first square of a group and will automatically use a sprint point.

The player rolls the die and his breakaway succeeds if he obtains a result equal to or greater than the number of squares crossed by the group from which he wants to escape (4 or 6).

If the breakaway succeeds, the rider advances:

- one additional space (initial sprint point)
- by the number of additional spaces as indicated on the Speed Wheel.
- an additional space if he wishes to consume one more sprint point (**one point maximum**).

The other players with racers in the first square of the group can try to counter the breakaway by consuming a sprint point. The counter succeeds if the die roll is at least equal to the roll made by the racer attempting the breakaway.

If the counter succeeds, the racer joins the racer at the origin of the breakaway on the square he reached, without any other additional cost.



3. Movement of racer within a group

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

If the square to which the racer wants to move already holds 4 racers, he moves the racer of his choice back one space. A racer can move backwards, but an opposing racer can never be moved forward .

If at the end of a player's turn, the first square of a group has less than 4 racers, the racers present on this space will be considered as a separate group.

Victory

The first player to cross the finishing square is declared the winner.

If a group crosses the finish line at the same time, the winner is decided by the number of sprint points remaining.

In the event of a tie, the player whose turn is being played is declared the winner. The following are designated clockwise (depending on the riders in the group).

Additional optional rules

Mechanical Incident

During a die roll, if the result is 1, the player suffers mechanical failure. The racer involved will not be affected in the group's next move. However, he can compensate for movement spaces by using endurance points.

Food Supplies

When the racers stop on a square marked "R", they can recover 2 sprint points.

Rules of Multiple Stage Races:

Recovery of resource points:

- Between each stage, the riders recover all their sprint points

Best climber jersey:

- At the top of each pass, the riders obtain the following points:
 - 1st: 5 points
 - 2nd: 3 points
 - 3rd : 1 point

If several racers in a group pass the summit at the same time the order of passage is determined according to the same rules as those applicable to a stage finish.

General classification

- For each stage, the winner receives 0 points.
- Each racer arriving individually then receives 1 additional point according to their passage from the finish line: the second racer receives +1, the third +2 ... the 10th +9, etc.
- The racers of the same group arriving after the victorious racer all receive the same number of points.
- Racers then receive +1 for each additional turn they need to cross the finish line.
- **The winner of the final general classification is the rider with the fewest points at the end of all stages.**