



millatoner games 2006

Cycling game for 3 to 6 players.

### Equipment

- 1 game board (in 4 parts)
- 42 cyclists in 6 different colours
- 1 rainbow jersey cyclist, who represents the pack
- 2 dice, one white and one yellow
- 25 chance cards
- 10 small round counters of each colour
- 10 big round counters of each colour (one big counter is worth 5 small counters)
- Cards with jerseys

### Preparation

Shuffle the chance cards and place them face down on the allotted space on the board.

Place the four sets of jersey cards on the squares marked by their corresponding jersey. All sets are placed **face up** except the rainbow jersey set which is **face down**.

Place the rainbow cyclist on the starting square (marked with the rainbow jersey)

The order of the cyclists in the pack at the start of the race is decided by lot. Place one cyclist from each team (the team leader) in the order drawn on the big space at the beginning of the inner road, facing the direction of the arrows. *(As you can see, this area is big enough for the cyclists to change positions without them having to be rearranged every time, however, once in a while they will have to be rearranged).*

Each player receives 6 cyclist figures ("domestiques"), 10 big round counters and 10 small round counters, in the same colour as their team leader. The round counters show the amount of energy the team leader possesses. A big counter is worth 5 small counters.

## Object of the game

Each player manages a cycling team. One of the cyclists is the team leader and the rest are domestiques who will help the leader on the different types of road. They will also help the leader to break away from the pack. The aim of the game is to be the first to win **three rainbow jerseys**. To achieve this goal it is important to manage the cyclist's energy and to choose the right moment to attack.

There is a second way to win the game (though it is quite difficult). If a team leader breaks away and obtains an advantage of more than three minutes (by reaching the end of the inner track), he will automatically win the game, no matter how many jerseys he or the other cyclists have won.

## How to play – Game overview

Each player starts the game with 60 energy units (10 small counters and 10 big counters) of his chosen colour. This is the maximum energy he can have at any moment. **A player can never have more than 60 energy units.** Energy is spent and recovered during the game.

The board has two different tracks:

- a) The outer circuit. The rainbow cyclist will move around the outer circuit. The domestiques will be placed on the outer circuit. The white die will be used for the moves made by the rainbow cyclist on the outer circuit.
- b) The inner track. The team leaders will move on the inner track. The yellow die will be used for breakaways by the team leaders on the inner circuit.

The rainbow cyclist represents the position of the pack during the race, and whatever happens within the pack is represented on the inner track.

**The white die is always thrown by the player whose teamleader is in first position in the race.** The rainbow cyclist advances (on the outer circuit) by the number shown on the **white die**. Depending on the type of square on which he ends his move, and depending on whether one of the teamleaders has succeeded in breaking away from the pack, different actions may be taken and the race position will be resolved accordingly (see below). Finally, if the square is an unoccupied effort square, there is an auction to decide which of the players will occupy it with their domestique.

A team leader can break away from the pack (a) on a "BREAKAWAY" square, (b) in an effort square OCCUPIED BY ONE OF HIS TEAMMATES, or (c) if a "CHANCE" card permits a breakaway. **Only one rider can be ahead of the pack at any given moment.** On a breakaway square, only the leader of the team who is in front of the pack (that is, the team who has thrown the white die) can break away from the pack. On an occupied effort square, only the leader of the team that owns the square can break away (unless, of course, there is already a breakaway).

The team leader who is breaking away will throw **the yellow die** and advance (on the inner track) depending on the throw of the die (each arrow represents an advantage of 10 seconds over the pack).

During a breakaway, the cyclist will have to make an extra effort and will lose energy: the breakaway rider will have to **pay**, at the beginning of the turn, as many energy units as are stated in the arrow on which he stands (one energy unit if the advantage is under one minute, two if the advantage is between one and two minutes, three energy units per turn for an advantage of over two minutes).

When the breakaway rider is caught by the pack (see “resolving race positions”), all the cyclists in the pack overtake him (he goes to the **last position**). The new leader of the race (the one to throw the white die) will be the cyclist who was first in the pack.

The breakaway rider, after spending the required amount of energy to be in the breakaway, will throw the white die (since he is leading the race) and advance the rainbow cyclist. (Of course, he might have to spend more energy during the same turn, depending on which square the rainbow cyclist lands on).

At the beginning of the turn the breakaway rider can choose to **give up the breakaway** and let the pack catch him. In this case he avoids paying for the breakaway and goes to back of the pack. The white die goes to the cyclist who is now first in the pack.

## Jerseys

As has been said, the aim of the game is to **win three rainbow jerseys**. A rainbow jersey can be won directly if it is face up on the deck or can be exchanged for green or dotted jerseys. Three green jerseys or ten dotted jerseys are worth one rainbow jersey.



**Jersey square.** The starting square is both a jersey square and a feeding post.

Jerseys are won by leading the race when the rainbow cyclist lands on the appropriate square or when he passes the rainbow jersey square (finish line) on a rainbow jersey lap. However, jerseys are not won on every lap.

**Green** (sprint) and **dotted** (mountain) jerseys, which are always face up on the circuit, are won by the cyclist leading the race when the rainbow cyclist lands on the corresponding jersey square. If the rainbow cyclist passes the square without landing on it, this jersey is not won on this lap. (Note that there are two squares with dotted jerseys: the first is worth two jerseys and the second is worth three).

On the other hand **rainbow** jerseys are placed face down at the beginning of the game. When the rainbow cyclist lands on the starting square, the topmost card of this deck is turned. The following lap is a **rainbow jersey lap**. The cyclist leading the race at the end of this lap, that is to say **when the rainbow cyclist lands on the rainbow jersey square or further**, will win a rainbow jersey. (If the rainbow cyclist lands on the jersey square, the next rainbow jersey card will be turned, and the next lap will be another rainbow jersey lap).

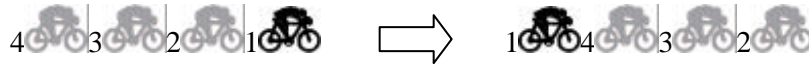


**Rainbow jersey lap chance card.** When this card is drawn, the topmost card of the rainbow jersey set is turned face up. The present lap is, thus, a rainbow jersey lap. (If the lap was already a rainbow jersey lap, this card is ignored).

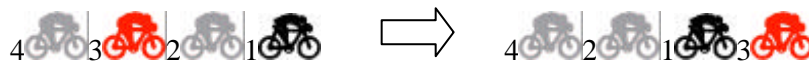
## Resolving race positions

### I. No breakaway

A) If the rainbow cyclist lands on an UNOCCUPIED square, the cyclist who was in front of the pack goes to last position, while the rest keep their position. The white die goes to the cyclist who was second (since he is now leading the race).



B) If the rainbow cyclist lands on a square OCCUPIED BY ANOTHER TEAM, the leader of this team advances to the front of the pack ("helped by his domestique") and can break away. Whether he breaks away or not, he now has the white die since he is leading the race. The former leader goes to second position.



C) If the rainbow cyclist lands on a square OCCUPIED BY THE LEADER'S TEAM or when he lands on a BREAKAWAY square, the leader has the opportunity to break away. (If he does, he will have to pay the units marked in the square). Even if he does not, he still remains in the lead (and keeps the white die). All the other cyclists stay in the same position.

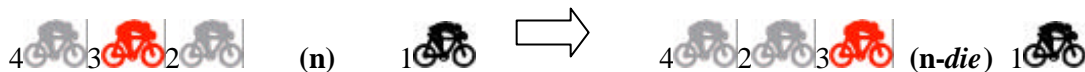


### II. Breakaway

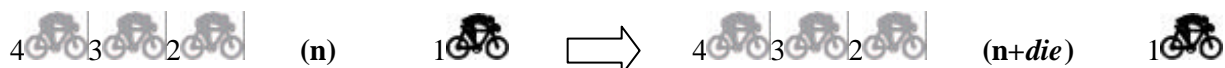
A) If the rainbow cyclist lands on an UNOCCUPIED square, the breakaway rider loses 10 seconds of his advantage (going back one square on the inner track). The other cyclists keep their position. (If the pack catches up with him, the leader goes to the back of the pack).



B) If the rainbow cyclist lands on a square OCCUPIED BY ANOTHER TEAM, the leader of this team advances to the front of the pack and throws the **yellow die**. The break away rider goes **back** the number of squares shown on the die. (If the pack has caught up with him, the leader must go to the back of the pack).



C) If the rainbow cyclist lands on a square OCCUPIED BY THE LEADER'S TEAM or if he lands on a BREAKAWAY square, the leader, if he wishes, may throw the **yellow die** (paying the units marked on the effort square) and increase his advantage by the number of squares shown on the die.



## Effort squares

The majority of the squares on the board are effort squares. These are thus the most important squares in the game. There are 22 effort squares corresponding to different types of road, (uphill, downhill, flat, windy, cobblestones...)

2

**Effort squares.** These are the only squares that can be OCCUPIED by placing a domestique on them. An unoccupied effort square is auctioned when the rainbow cyclist lands on it.

When the rainbow cyclist lands on an effort square, all players have to **pay as many energy units as marked on the square**. If the square is OCCUPIED, the player whose team occupies it does not have to pay.

The leader of the team that occupies the square can break away from the pack (or increase his advantage if he is already in a breakaway). If he does this, he too must pay the amount of energy units stated on the square.

If an effort square is UNOCCUPIED when the rainbow cyclist lands on it, it will be **auctioned**. Before the auction, all players have to pay the energy units stated on the square and the race position must be resolved (see "resolving race positions"). Only then does the auction take place in the following manner:

The player who is leading the race (AFTER resolving race positions) bids first. He bids a number of energy units for that effort square. Then, in turn (in the order of the race) the other players decide if they want to make a higher bid. The final bid is by the player in last position. The player who has made the highest offer pays the energy units he has bid, and places a domestique on the square. **From the next turn on**, this domestique will "work" for his team leader.


A player who has already placed all the domestiques on the board can still bid for an effort square. Should he win the bid, he can move a domestique from another effort square (leaving that other square unoccupied).

### Tips:


Paid energy units can be placed in the center of the board (where you can even place an old -clean!- medium- sized ashtray).

To make the game quicker, one of the players can play the role of banker (keeping track of the payments of energy units). Another player can be in charge of the movement of the team leaders in the inner track (resolving race positions and rearranging the pack when necessary).

## Breakaway squares


	<b>Breakaway.</b> In this square the leader of the pack can break away or, if already in a breakaway, can increase his advantage. If he does not, he stays in front of the pack or, if in a breakaway, does not lose any advantage. (This square is equivalent to an effort square of value zero occupied by a teammate).
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## Chance squares

	<b>Chance.</b> When the rainbow cyclist lands on a chance square, a chance card is drawn and the square becomes (for this turn) the type of square shown in the card.
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## Feeding


There are two feeding posts on the circuit plus a general feeding post (for all players) at the end of each lap. When the rainbow cyclist lands on a feeding post, the rider in the lead (before resolving race positions: that is, the one who has thrown the white die) receives 5 energy units.

	<b>Feeding.</b> The rider in the lead receives the stated (in green) energy units, as long as he does not go over the limit of 60 energy units.
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Green numbered chance cards behave as feeding posts, including “tail wind”, with which the front rider gains two energy units.

	<b>Feeding..</b>		<b>Tail wind.</b>
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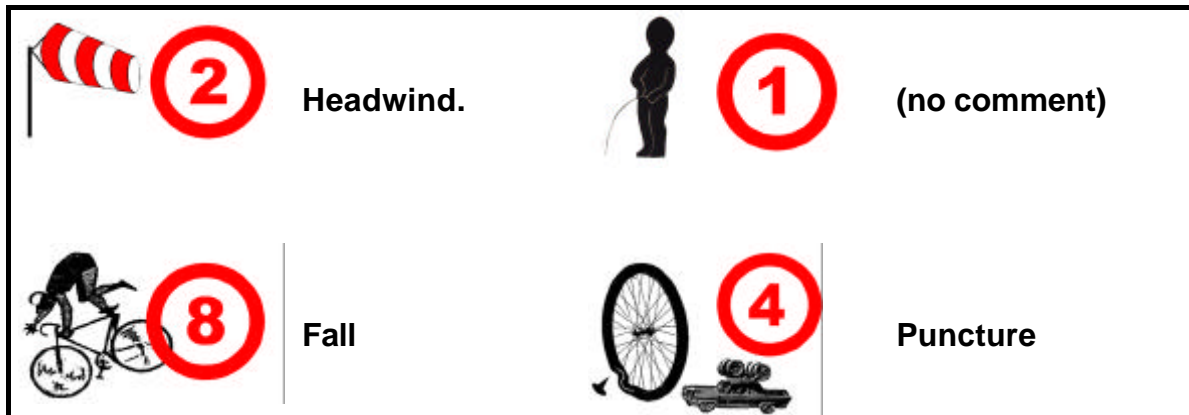
At the end of every lap, when the rainbow cyclist lands on the starting square or passes it, all players receive 15 energy units (if no chance card says otherwise).

	<b>No feeding!</b> There will be no feeding at the end of this lap. Whenever this card is drawn, it must be left near the starting square until the end of the lap, to remind the players that there will be no feeding.
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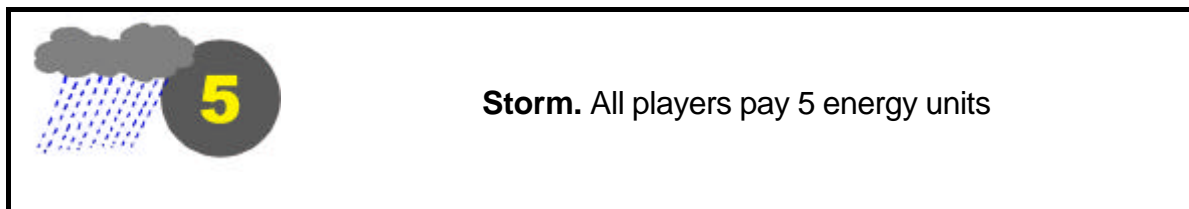
**A player can never have more than 60 energy units.** If a player is going to receive more energy than he can have, the excess is lost. (For instance, if at the end of the lap he has 48 energy units, he will only receive 12 to make it up to 60).

## Hazards

There are two hazards on the circuit (roundabout and roadworks) and some others in the chance cards deck (marked with red numbers). Only the cyclist in the first position (before resolving race positions: that is, the one who has thrown the white die) has to pay the stated amount.



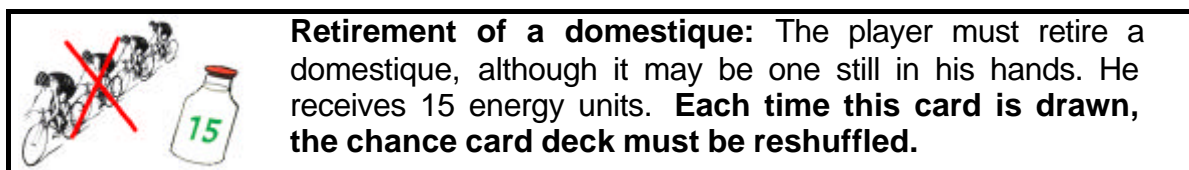
There is a hazard in the chance cards deck applicable to all players, indicated by a yellow number:



## Domestique's retirement

At any moment of the game any player can retire one or more domestiques and receive **15 energy units** for each of them. Both domestiques on the board or still in the hands of the player can be retired. A retired domestique cannot reenter the game.

There is a chance card that forces the player to retire a domestique:



When a player is completely exhausted (when he has to pay more energy units than he has left) and he has already retired all his domestiques, he drops out of the pack. The cyclist is removed from the board and is out of the game. In the rare case of all the players becoming exhausted before any of them win three rainbow jerseys, then the winner is the one with most rainbow jerseys, even if he has been the first to drop behind. In the case of a tie, green jerseys decide first, then dotted jerseys. (If they still remain tied... then it IS a tie!)

## **Tactical tips:**

The price paid for each effort square is crucial in the development of the game, much more important than the throw of the dice. Not all effort squares have the same value: the ones closest to the rainbow jersey square are very important because they increase the chances of being the first to finish the lap; the mountain effort squares are important because occupying them can save a lot of energy... The auction value of the squares will depend on the circumstances of the race, and on the price paid previously for other effort squares.

To lead the pack when the rainbow cyclist falls on an unoccupied effort square is an obvious advantage since race positions are resolved before the auction (and the leader of the pack will drop to last position and thus be the last to bid in the auction).

On the other hand, breaking away when there are a lot of unoccupied effort squares is a disadvantage during the auctions since, when the race position is resolved, the breakaway rider only loses 10 seconds of his advantage and (unless he is overtaken) speaks first in the auction.

A breakaway rider has the right to increase his advantage when the rainbow cyclist lands on a breakaway square or on an effort square occupied by his team. Nevertheless, he may prefer not to increase his advantage, since the bigger the advantage, the more energy it costs to maintain. In this case he keeps his advantage (he does not lose 10 seconds).

Winning the game with a successful breakaway (of more than three minutes) is difficult. The amount of energy needed to keep such a long breakaway will probably force the player to retire some domestiques. If the breakaway rider is eventually caught, he might well find himself in an uncomfortable position.

When the chance card deck is near the end, the chance of getting the "retirement of a domestique" card increases (remember: the deck is reshuffled every time this card is drawn). In this case, breaking away from the pack is dangerous.

When it is necessary to retire a domestique, it is better, of course, to retire those which are not placed on the board. If all the domestiques are on the board, it is better to retire those occupying the less important effort squares.

It is not necessary to immediately exchange dotted jerseys for a rainbow jersey. A player with 11 or 12 dotted jerseys can keep them while he waits to have exactly 10. (On the other hand, there is no reason not to immediately exchange 3 green jerseys for a rainbow jersey).

## **Advanced and optional rules:**

Die-hard gamers can play longer games (for instance, the winner is the first to have 5 rainbow jerseys, or the first to have three rainbow jerseys plus a green jersey plus a dotted jersey).

A point for combativeness can be awarded to each breakaway that has an advantage over one minute (and two extra points if the advantage gets bigger than two minutes). A combativeness point can be exchanged for a green jersey or three dotted jerseys. Three combativeness points can be exchanged for a rainbow jersey.

Check [www.cyclingboardgames.tk](http://www.cyclingboardgames.tk) to find new tips, clarifications and variants or to suggest your own.