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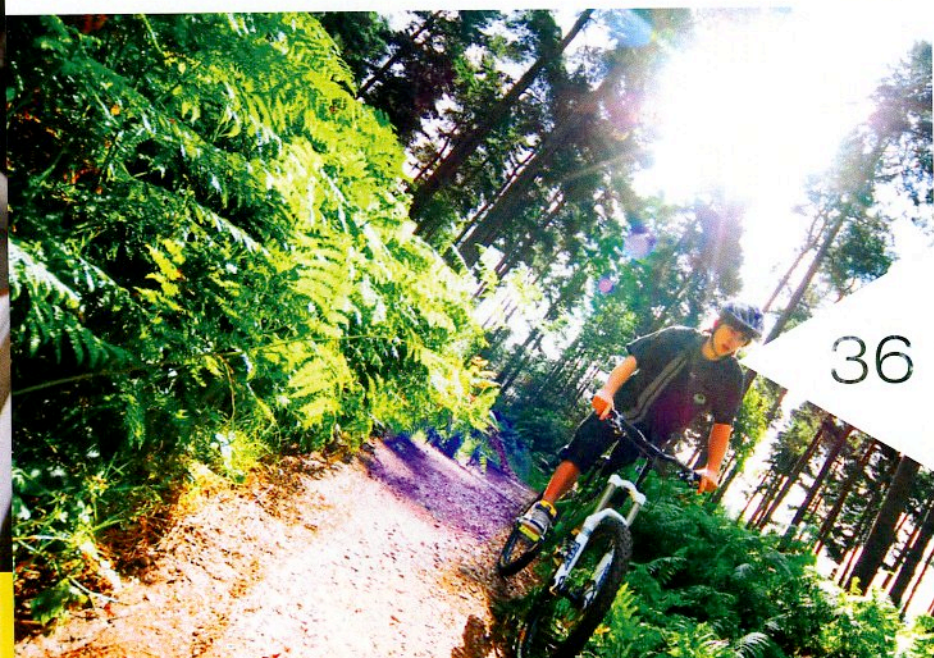
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# Cycling Board Games

Anki Toner was born in Barcelona in 1964. He describes himself as a musician, collector, lecturer and analyst of the relation between music and intellectual property. In his leisure time, he collects (and sometimes designs) board games. He keeps a website specialising in cycling board games. [www.cyclingboardgames.net](http://www.cyclingboardgames.net)

*You are an eclectic man. Tell us where cycling fits into your life and how you got interested in board games?*

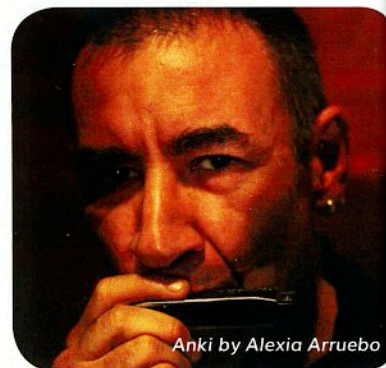
I am interested in cycling races out of nostalgia. My grandfather (who died when I was eight) took me to see the Volta a Catalunya a couple of times; my father also took me to see some races. I remember the World Championship of 1973 in Barcelona. When I was a kid I knew the names of all the riders and I played with cycling figurines.

Many years later, I bought a board game which represented a cycling race. When I played it I thought: "interesting rules... but maybe I can do better". That game was "Um Reifenbreite", which I later found out to be a

rewriting of an older Dutch game, "Homas Tour".

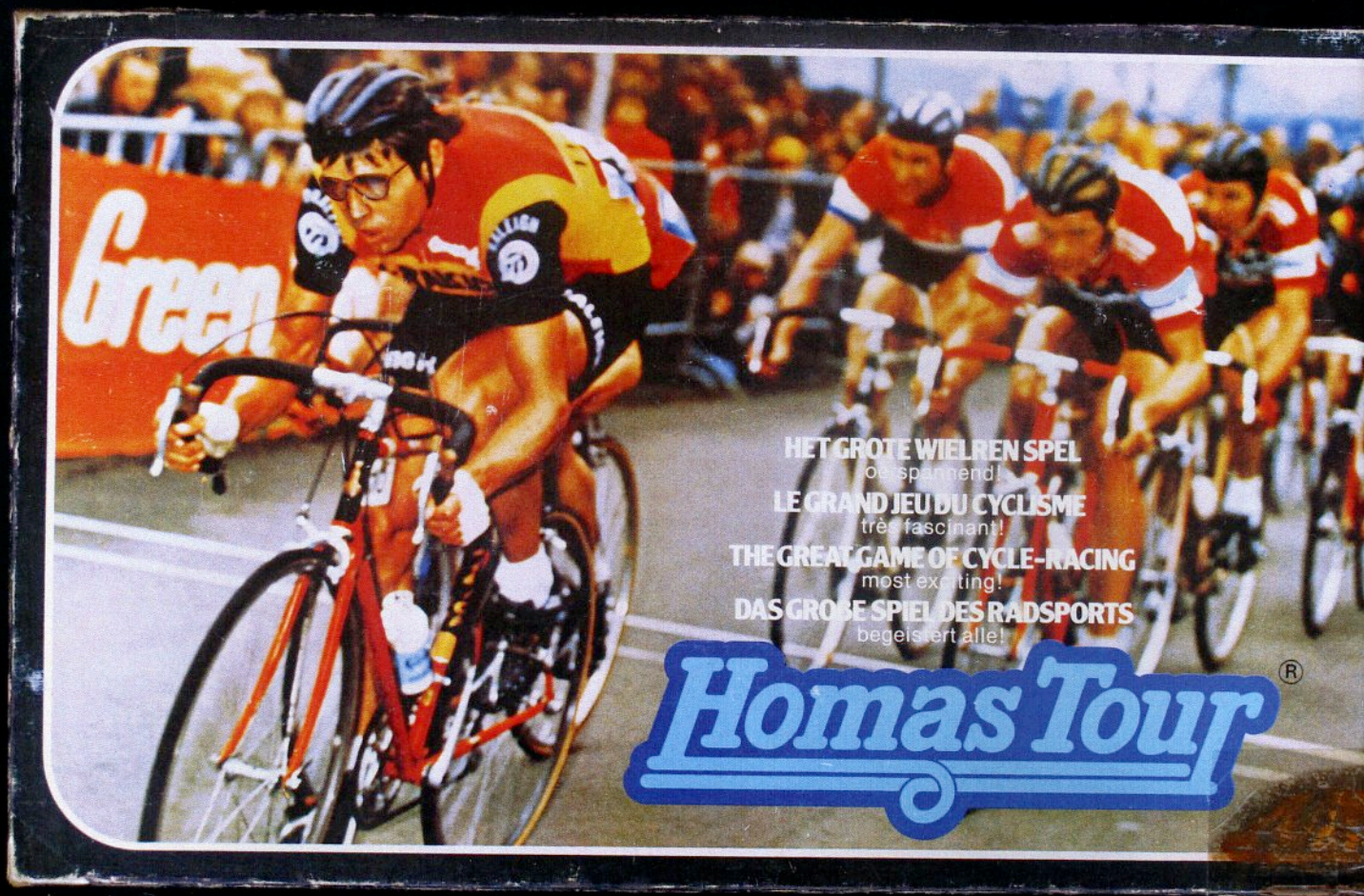
Before writing my own set of rules, I did my homework. I discovered that there were some more cycling games out there. I read a few reviews, and decided to purchase some other games to compare the rules. After a while I was buying games even if I was not interested in the rules.

Since I was not really playing (most of) the games and the whole thing was getting a little out of hand, I thought it would be interesting to share my findings and I started the website.



Anki by Alexia Arruebo

- Homas Tour (Rob Bontenbal-Homas, Netherlands)







When did you launch the website?

In 2003.

Does your collection of games go beyond cycling?

I have always liked games, though I generally do not have much time to play them. Being a musician, I also collect games that have records in them, and/or records that have a game ("play the record" for example.) I even have a couple of games which represent cycling races AND have a record in them: "Velo Flash" and "Les 45 Tours de France"

What's the oldest game featured on your site?

Some games are easy to date (or have been dated by Gaming Historians) and some are not. The oldest game in my collection that I can date accurately is McLoughlin Brothers' "The Cycling Race", from 1891.

How many games feature on your site? Is the Tour de France the most common theme?

My site features almost 400 published games, and the list keeps growing. If I had known there were so many games that represented cycling races I would never have started collecting them!

Of course, the Tour de France is the most common theme by far, the site features more than 50.

Why do you think so many have been produced?

I am not really sure why so many people make cycling games. I guess there are a lot of people who like both games and cycling. I even have a section in my site for unpublished games: sometimes people send me rules or pictures of games they have devised, sometimes I find the information in many other ways, including descriptions of what people played in their childhood.

By the way, when I said "published games" above, I mean games that have been made public. This does not only include regular commercial boxed games, but also promotional games, games featured in magazines, and even games that you can download, print, and play for free. There are almost 30 of those featured on my site, and some of them are worth trying!

Where do you get them all from? Do people send them to you?

Naturally, when I started I had to buy all the games, but now I receive many of the games that are made, or at least they are offered to me with a discount and/or some goodies.

As for the older games, sometimes I buy them, sometimes I trade them with other collectors.



### What makes a good cycling game?

A good cycling game (not exactly the same thing as "a good game") is one that has a distinct "cycling" flavour. I mean, if a game can be converted into a racing car, motorbike or horse game, then it is not a good cycling game, no matter how good the game is.

Some features are dependent on the specific kind of race (you do not expect to have climbs in a Keirin race, do you?). There are a couple of elements that are essential in cycling games, and that distinguishes them from other racing games: energy management (cyclists cannot ride at full speed all the time) and protection from the wind (riding in a pack, or behind other riders, is an advantage). If anyone is interested, there are a couple of texts on my site which develop these ideas.

### Have you ever designed a cycling board game?

Of course I have; quite a few in fact. Some of them can be downloaded from my site: "Pistard" (a track cycling game, as you would have guessed), "Keirin" (an experiment in probability, actually) and "Criterium de Figueres" (a collaboration with game designer Oriol Comas for the Cycling Games exhibition at the Catalan Toy Museum of Figueres in 2007).

I also made a game called "Maillot Arc-en-Ciel" which is not yet offered as a free download, but it will be as soon as I find the time to make the files. The original version was a hand-made limited edition of 50 copies, which of course has sold out.

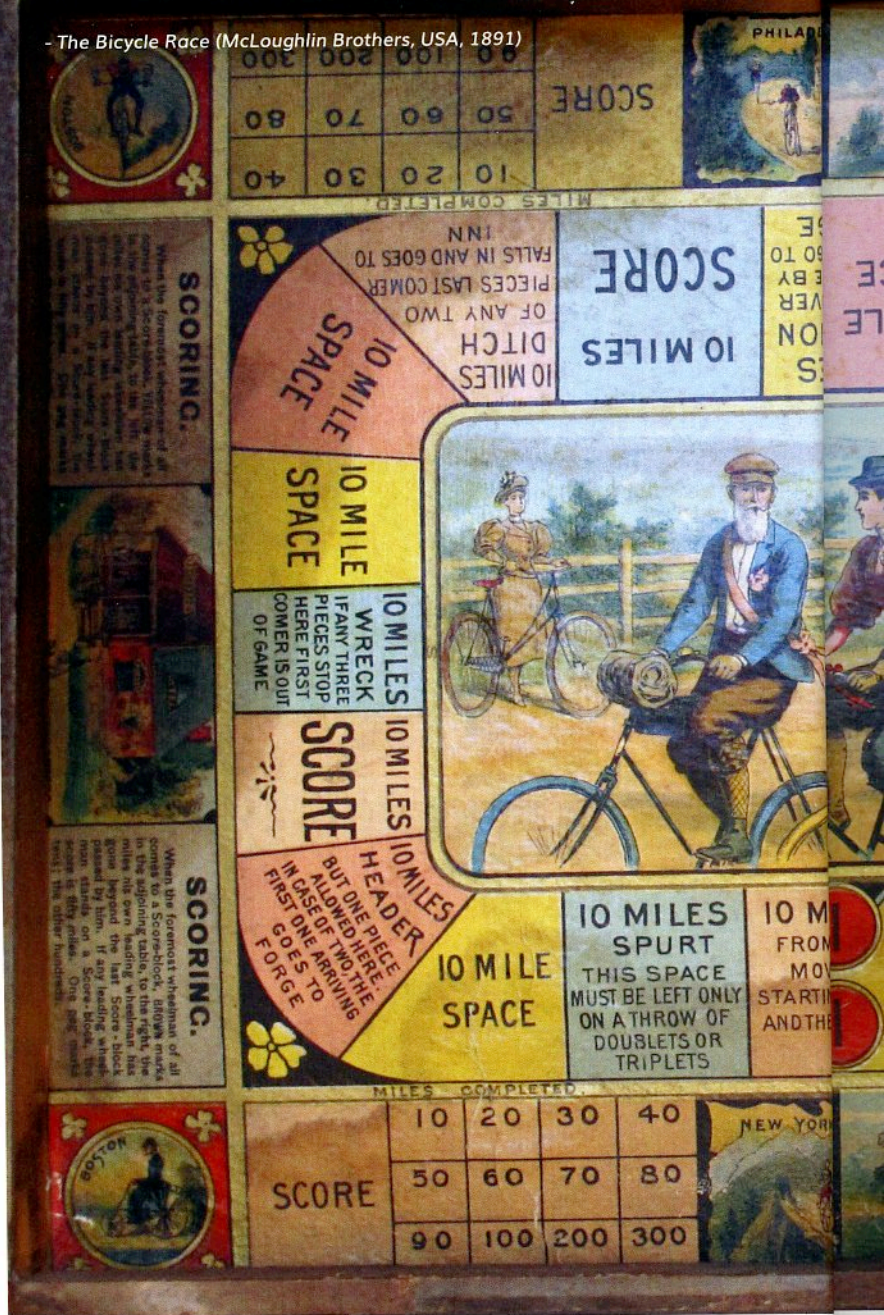
However, I have never tried to have any of my games commercially released.

### What game would you recommend to UK readers that is currently available?

I do not like recommending games, since every player has their own preferences. Besides, the availability of most cycling games is irregular (to put it mildly). Most games are only available for a limited amount of time in some small, dedicated games stores. Of course, there is the internet. You have to suffer shipping costs, but it is probably the best way to buy games these days.

This said, if I had to choose a game to offer for Christmas this year, it would probably be "Flamme Rouge". It is a game designed by a Dane and released by an independent Finnish company which was presented at the Essen Spielmesse (International Gaming Festival) this year, and which represents the last few kilometres of a race. I know that it will be available online at Boardgame Guru and Gamesquest. Both Cycling World and ourselves are due to review the game.

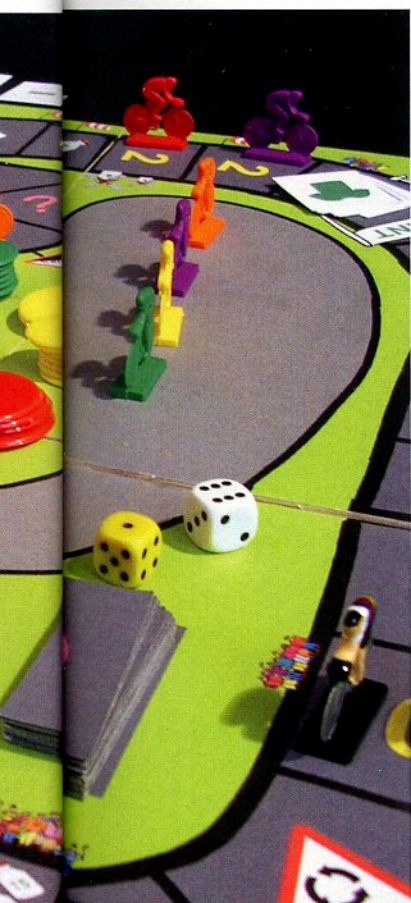
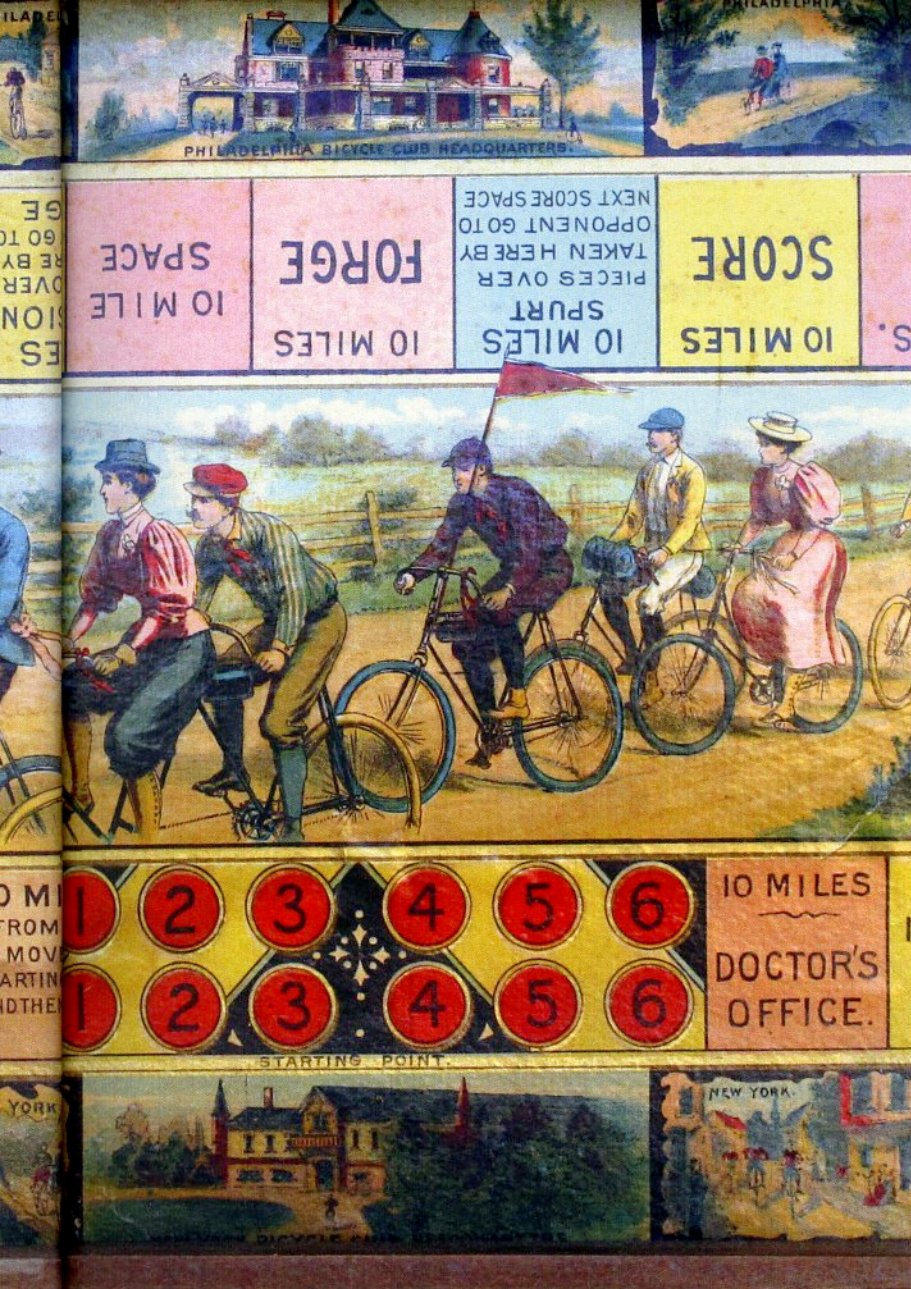
Thanks Anki- happy game playing.  
Photos by [www.cyclingboardgames.net](http://www.cyclingboardgames.net)



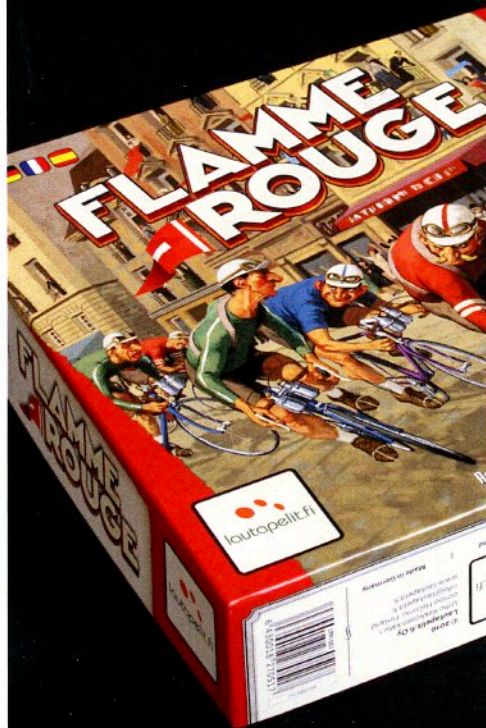
- Maillot Arc-En-Ciel (Anki Toner, 2006)







- Flamme Rouge  
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