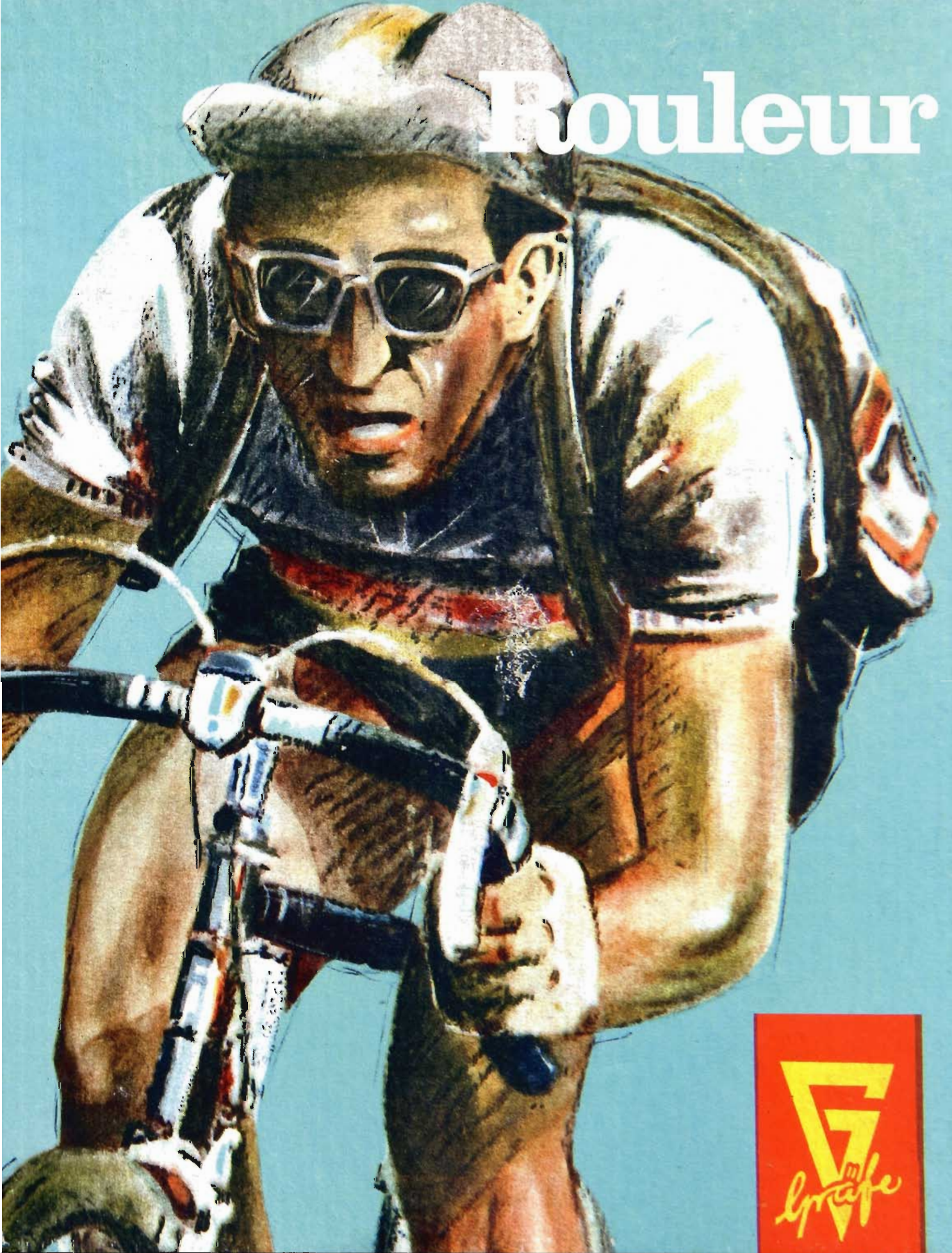


# Rouleur







## ROULEUR ISSUE 54

### Subscriber cover

Die Friedensfahrt by Graeme Brown

### Retail cover

Vincenzo Nibali by Jakob Kristian Sørensen

### Contents

Team Rwanda by Mjirka Boensch Bees

### Colophon

Giro Rosa by Paolo Ciaberta

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# CHAIRMAN OF THE BOARD

**A**nki Toner's collection started by accident, as collections invariably do. "I wanted to make a cycling game—I don't even have a bike, but I like watching the sport. Someone gave me a cycling game, but I thought I could do better.

"So I searched the internet, bought three or four, just to compare the rules, and then I got addicted..."

And now, as the Barcelona home of Toner struggles to contain the best part of 300 board games—alongside numerous shelves of books and records—the data archivist with a penchant for rolling dice and moving metal cycling figurines around a table top pulls out the best of his comprehensive collection for us to photograph.

Sales of Toner's own game, 'Rainbow Jersey', have not permitted him to retire just yet. Cycling's money-making equivalent of Monopoly is yet to be invented, it seems.

At first glance, design apart, they all appear rather formulaic: roll the dice, move forwards, back two spaces for a transgression, forward three spaces due to a howling tailwind—that sort of thing.

Not so, says Toner: "If you want to make a specific cycling game, that is different to motor racing or horse racing, then you need certain rules," he assures me. "Like saving energy, or drafting."

You also need a good name. Toner advises against using Tour de France. Around 70 of his extensive collection have the same title on their lids. "If you ever make one, don't call it that," he warns.

What about Grand Tour games played in something approaching

real time? A six-hour mountain stage should require the same dedication from gamers. Who among us has not enjoyed a marathon session of Risk spread over two days?

"Risk is a short game!" Toner insists. "There are Tour de France games that can take three weeks. I have never played them, though. There are people who do these things, I guess."

It doesn't bear thinking about...

Toner picks up most of his purchases for a reasonable sum, postage often outweighing the buying price, especially from the US. "I used to buy games using surface shipping because it was cheap. You wait three months for it to arrive and you don't even recall having bought it."

Among his favourites is an American game dating from 1891, bought for a snip due to oil spillage on the playing surface. "I had it restored," Toner says. "It is not exactly complete but games from the 19th century never are. If you see that game in an auction, it goes for over \$3,000."

But it is a far newer discovery that takes pride of place in the collection from a design perspective: "I recently discovered a game from the 1990s based on the Seur team. It is magnetic, quite beautiful, but also quite recent."

We agree. It certainly has one of the coolest box lids. The Seur Vuelta game and the pick of Toner's collection follow. Throw a six before turning the page.

words **IAN CLEVERLY**  
photographs **GRAEME BROWN**





# IL GIOCO DEL GIRO

**REGOLAMENTO.** Si gioca con due dadi e con "biglie di carta" che rappresentano i giocatori partecipanti.

Prima del gioco bisogna fissare l'importo dell' "ammenda" da pagare in caso di incidente e inoltre ciascun giocatore deposita un importo base al banco. Si avanza di tante caselle quanto indicato dal tiro con i dadi.

Il primo giocatore che arriva a 63 ( Duomo di Milano ) e' il vincitore ed intasca sia il banco che le ammende versate dagli altri partecipanti al gioco.

Chi con un tiro di dadi passa il 63, ritorna sui suoi passi di tante caselle quanto il numero ottenuto in piu' del necessario per fermarsi sul 63. Chi con un tiro si ferma sulla casella "corridore" ( di 9 in 9 ) duplica il punteggio ottenuto fino a che si posa su una casella diversa.

Celui che al primo tiro ottiene 9 ( 6 e 3 ) va alla casella 26, celui che ottiene 7 ( passaggio a livello ) salta al 12.

Chi arriva sul 19 ( riposo "prolungato" ) si ferma per due turni prima di giocare nuovamente. Chi arriva sul 23 ( spinta irregolare ) ritorna alla casella 17.

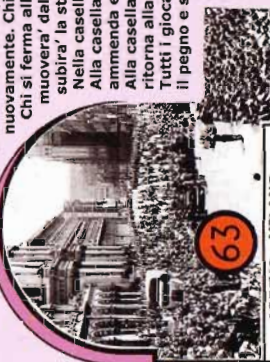
Chi si ferma alla casella 31 ( l' acqua ghiacciata ) paga l'ammenda e non si muovera' dal 31 finche' non sara' rimpiazzato da un altro giocatore che subira' la stessa sorte. Nella casella 34 ( foratura ) si rimane fermi un turno.

Nella casella 42 ( rifornimento in corsa ) si paga l'ammenda e si torna al 30. Alla casella 52 ( ... la "superbia" del "perfetto ciclista" ) si paga la ammenda e ci si ferma fino a che non arriva un altro giocatore.

Alla casella 58 e alla 25 ( caduta o rottura della bicicletta ) si paga, e si ritorna alla partenza ( casella 1 ).

Tutti i giocatori che raggiungono una casella gia' occupata, pagano il pegno e si "scambiano" di posto con colui che l' occupa.

I giocatori partecipanti possono variare all' infinito le combinazioni del gioco e allo stesso tempo rifare le regole secondo il loro gusto.



ARRIVO - MILANO

PARTENZA - BRESCIA

MIRANDOLA

MONTECATINI

SILVI MARINA

SENIGALLIA

SAN MARINO

FOLGARIDA

SCARNO

CAVALESE

CAMPITELLO MAT.

MARMOLADA

POTENZA

FOGGARIA

52

S.PELLEGRINO

ZINGONIA

NAPOLI

TERRACINA

UTERIO

FOLLONICA

PAVIA

CIRCO DELLE TERME

SAVONA

MOLTEK





Start



Stad

Gör

bor







## DIE FRIEDENSAHRT, 1959

The Peace Race was first held in 1948 with the intention of easing tensions between Eastern Bloc countries following World War Two. The 'Tour de France of the East' was hugely popular behind the Iron Curtain, making double winner "Täve" Schur (featured in Rouleur issue 30) a national hero—voted the GDR's sportsman of the year nine times in succession.

The cards shown to the right depict portraits of the first 12 winners of the race, including Britain's own Ian Steel in 1952. Confusingly, the very first edition in '48 was split into two legs—Warsaw to Prague, then Prague back to Warsaw—hence the two Yugoslavians sharing one card: August Prosinek and Alexander Zoric.



**VUELTA CICLISTA A ESPAÑA,  
c. 1990**

The Seur team ran from 1988 to '92, with Malcolm Elliott, points winner at the '89 Vuelta, racing in the colours of the parcel delivery company in its final season.

It may be a surprisingly modern game for Toner to pick out as one his favourites, but the three-dimensional mountain and magnetic cyclists—plus following cars—make this Seur-sponsored beauty stand out. Whether the fragile-looking board would stand up to abuse from petulant children (or adults, for that matter) is debatable, but the Vuelta-based game certainly looks grand.





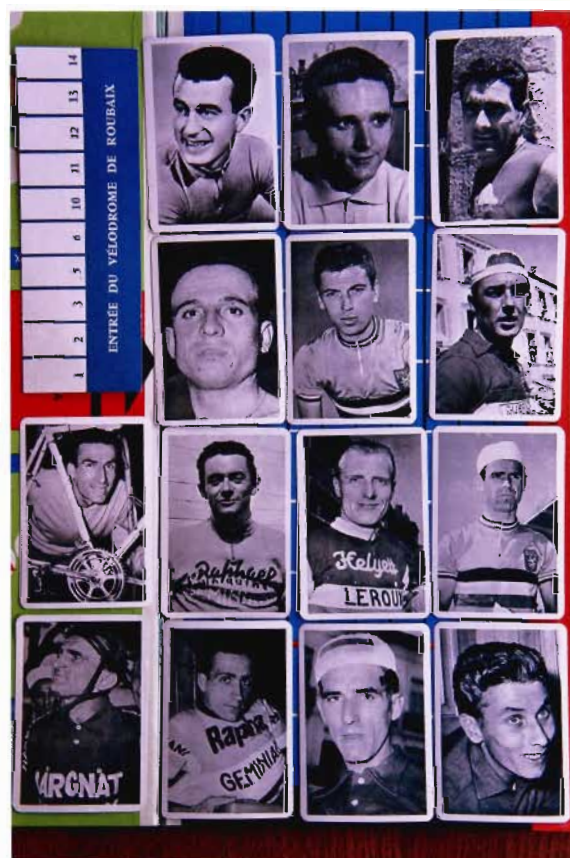


### VELO-FLASH, 1950s

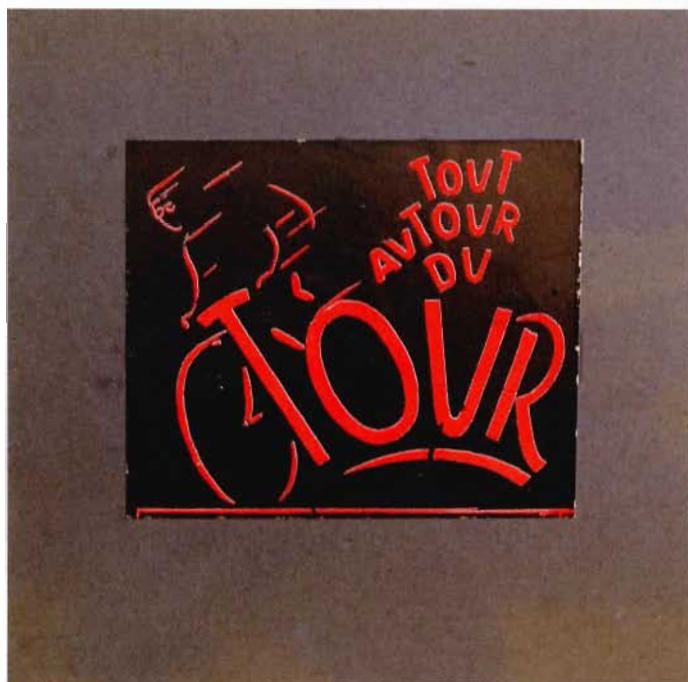
Based around two races—Paris-Roubaix and Paris-Tours—Velo-Flash features 14 playing cards of the greats: Bobet, Anquetil, Bahamontes, et al. But it gets better. The 7" single shown above features race commentary provided by former Tour de France rider, journalist, and TV and radio presenter Robert Chapatte—inventor of the eponymous Chapatte's Law, his widely-quoted calculation that a chasing group of riders requires 10km to catch a lone escapee with a minute's lead.

It is an aleatory (or multitrack) disc, so although the narration always begins the same, ten different outcomes to the race can emerge depending on which groove the needle has dropped into.

Great idea, but sadly not brilliant execution. "You play the game and then when you get to the final sprint, you play the commentary record," says Toner, "but if any of the riders they mention is not in the leading group, then it doesn't count, so it's stupid. It doesn't really work."







#### TOUT AUTOUR DU TOUR, 1960s

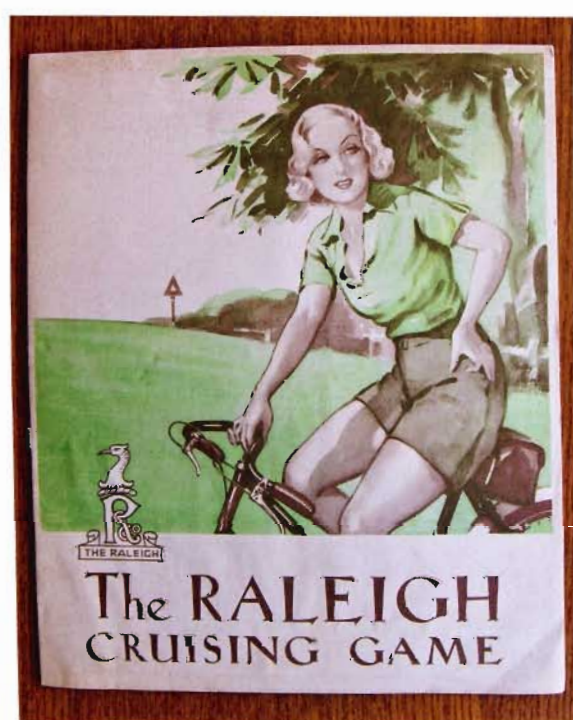
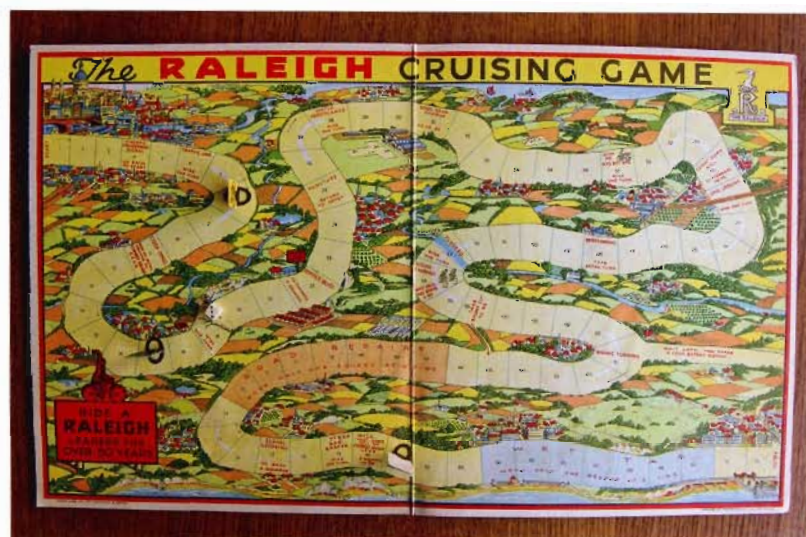
Another of Toner's favourites from his extensive collection, although "not exactly a board game," he says. "I saw the spinner as a child, sold as a toy, and somebody has made a game from it. But it is very beautiful."

The central carousel certainly catches the eye. 'Tout Autour' comes with rudimentary hand-typed rules, the goal being to circumnavigate the roughly France-shaped route before progressing into the centre and winning at the Parc des Princes—last used as the Tour finish in 1967 before moving to the velodrome at Vincennes the following year.



## RALEIGH CRUISING GAME, 1930s

Not race-themed, obviously, but who could resist a game with the heritage of Raleigh and the word 'cruising' in the title? This charming ride through the English rural idyll features numerous unlikely hazards resulting in missing a turn: level crossing, stopping to buy an ice cream, even a fallen tree. As for the 'wet tar' section, progress is suitably hampered to one square at a time, which sounds about right. We're not convinced the fetching young woman depicted hand on hip below is giving out the right message, though, given the name of the game...



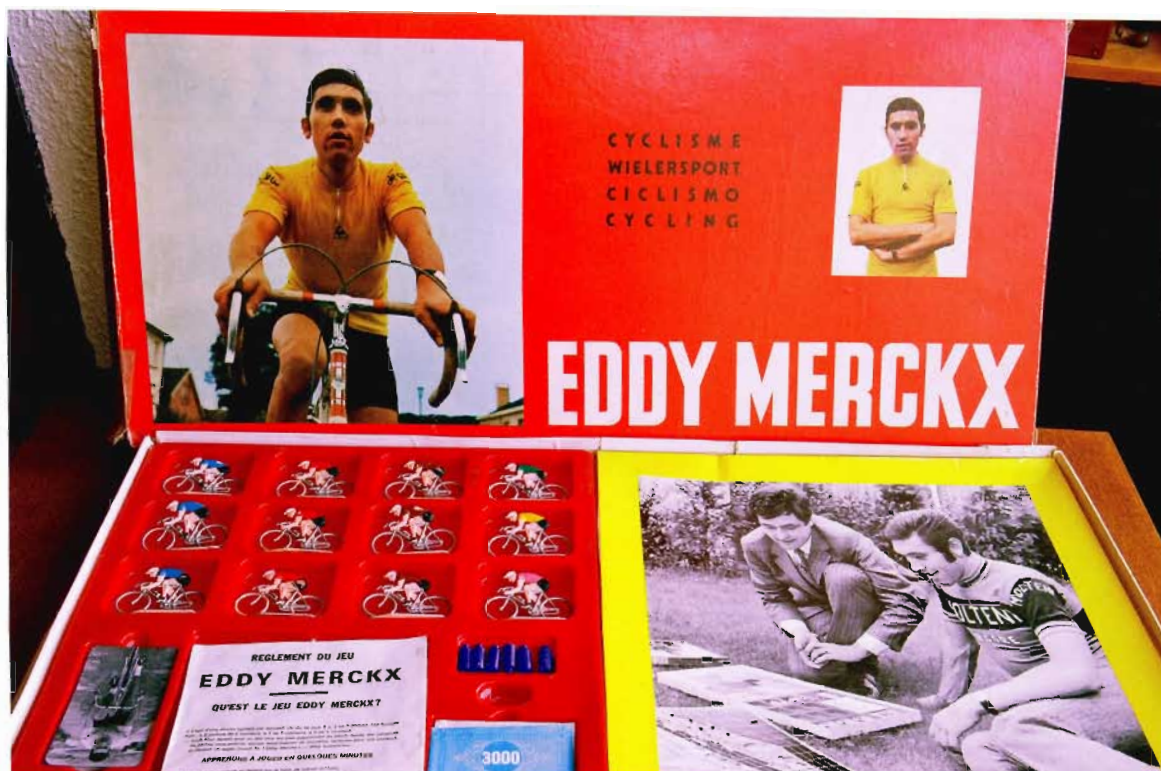


### JEU DU VELDIV, 1932

The Vélodrome d'Hiver was infamously used as a temporary prison for over 13,000 Jews during the Second World War before their deportation to the death camps. This game originates from a more innocent time when the Parisian track was better known for bike racing. Presumably it sold well, as there are several differing versions in existence. "*La distraction de toute la famille*" as it says on the leaflet included, and who could argue with that?







#### EDDY MERCKX, c. 1970

There may be 70 games related to the Tour de France but there's only one Eddy Merckx. The winner of this game is the team amassing the most prize money, which is a nice touch true to professional cycling. Backhanders may not appear in the rules, but no doubt alliances can be forged and bundles of notes in brown envelopes surreptitiously slipped into back pockets—just like the real thing.

The box also contains the not inconsiderable bonus of a large print of the effortlessly handsome Mr Merckx, resplendent in his Molteni jersey, playing away and seemingly rather enjoying it. We're guessing The Cannibal was winning at the time. Let's face it: he won *everything*, board games and all.





# Die Friedensfahrt

SUBSCRIBER EDITION

EIN WÜRFELSPIEL FÜR JUNG UND ALT

