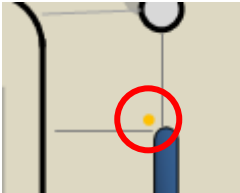




Board game rules A TOUR de FRANCE game

Dots/Die totals



Die throw totals and orange dot points cannot be used with stage win points (Rule 006).

There are three ways to collect points: (1) Stage wins/passes (2) Orange dots on squares (3) Counted Dice throw totals. Points are applied to avoid penalties (1), or combined as a total to win a game/final standing (3+2).

Decide a route to take. Finish first and pick up as many points as possible by collecting 2 points when landing on a square with a small orange dot, but...

A Rider who finishes first can still be beaten by a Rider/player who accumulates more orange dot points and die totals. **No circling of buildings or roads is allowed.**

If both Riders calculate they have equal points, the first rider to finish is the winner. Another important total is the total of the die thrown from start to finish. Accumulated highest die totals (and orange points) win.

Example: Rider A finishes first – Total orange points collected, [6], total of die thrown, : 55 = 61.

Rider B finishes second but has collected more orange dot points (14) yet threw less die (48) = 62.

Rider B wins because of having landed on and collected more orange dot points to total a higher combined score. The whole game depends on what squares Riders land on throughout the game.

A six can be thrown but this probably means skipping dotted collection spaces. **Only when Riders land on an orange dotted square do Riders collect points.**

Pay attention - Riders must keep track of their die throwing, orange point and stage win totals using the point cards (an equivalent of a Rider **paying attention** at all times). Don't lose track, don't fall off..

Alternatively the game can be played in 'Classic' mode.

Classic mode > Race from Start to Finish with no rules or penalty boxes applied.

The rider to complete a route first [1 lap only] wins in Classic mode.

RULES mode

1 Sprint [Rule A001]



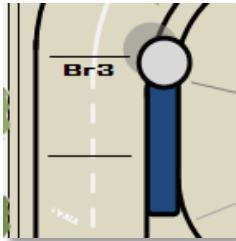
Landing on the 'SPRINT' box: Move 1 place forward.

2 Camera [Rule 002] applies only to the first rider to land



Landing on the motorbike 'Camera' box: The **first** rider to land on the camera box must wait for all riders behind to either catch up and land on the Camera box or pass (all riders pass no more than one (1) square ahead); Once one rider has caught up or passed, the rule does not apply to riders behind. Wait turns.

3 Br3/1 [Rule 003]

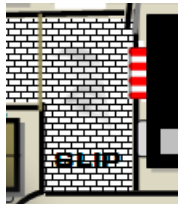


Riders landing on a Br3 or Br1 square are making a bolt for it – a breakaway.

Move 3 or 1 place/s forward.

4 Slip [Rule 004 – cobbled route]

- Minus 1 squares [See Rule 008]



If the cobbles route has been chosen for a race, landing on the 'SLIP' square means **minus one (1)** from the next dice throw.

5

Screws [Rule 005]

- **Minus 1 squares**
(See Rule 008)



Oh dear, the bike is falling apart, loose (e.g. chainring) screws are falling out, minus one from the next dice throw if on this square.

See (*) below (Rule A008) if a 1 is thrown.

6

Stage marker [Rule 006]



Game rule: The **first Rider** collects **2 points** if landing on or passing a stage square. This is like a stage win.

All other Riders behind the first passer collect **1 point**.

Improvise rules – Players can make up prizes for Stage squares.

Example: The **first Rider only** to land on or pass a Stage square receives a treat/sweet so have some handy. Trailing riders who are behind miss out. (Use sugar-free sweets if so inclined).

Points bank – save and use Stage win points

Points collected on Stage wins can be accumulated and used against a penalty square or throughout the game to add to a throw.

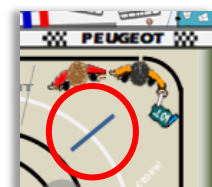
Example: Rider A passes through two stages first collecting 4 points. Rider A now unfortunately lands on the '3 over 2' penalty square.

Rider A can now use up any amount of 4 points held if desired.

Rider A throws a 1 so chooses to use 2 points to meet the required total of 3 to secure moving forward - **on the next throw**.

Also - If a Rider sees they will land on a penalty square, a Rider can use Stage win points to jump over it. Add the points to the dice throw. **No adding to throws of five or six.**

Players can add to a dice throw to **jump** a penalty square;
On the final (2nd) lap, points bank points cannot be used
after the blue line to jump forward or jump penalty squares.



Updated rules

DC [Rule A007]



Riders landing on the DC ('Derailleur Crunch') square **move only one space on the next throw, whatever the amount.**

Time is lost due to a faulty derailleur and grinding chain causing a Rider to limp home.

Crossing a red line en route resumes normal play.

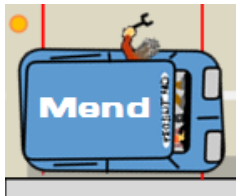
Oil + Spikes [Rule A008]



- **Minus 1 squares (See Rule 008)**

Minus 1 from a dice throw if a player lands on any 'Oil' or 'Spikes' squares. *Throwing a '1' means a player's total becomes zero [0]. If total is zero [0], remain stationary until the next throw. Continue the game as normal whatever is thrown next, no need to deduct one [1] again.

Mend [Rule A009]



Mechanics perform a repair on the go. Any player landing **first** on the 'Mend' square must **stop** throwing and remain stationary.. ALL Riders behind can now form on the '**Grp**' square after the Mend square and play can continue

Once Riders have formed on the Grp square, The second Rider throws first to continue play.

3 OVER [2] [Rule A010]

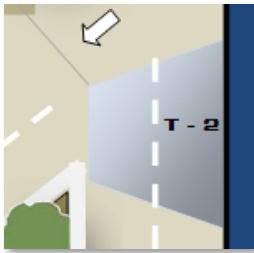


Riders landing on this unlucky box have to throw 3 or higher within two attempts to continue (straight/down).

After two unsuccessful attempts riders must take the 'Medic's' Route (MR) on the right (left from bird's eye view) and loop around to join back in the race. If Track 2 is the chosen route of a race, continue throwing for a three instead if landed on.

Move one space on MR after 2 unlucky attempts and continue the game as normal.

T - 2 [Rule A011]



Riders landing on a T-2 square deduct 2 from their next throw.

If Riders on a T-2 square throw a 1, Riders remain stationary until throwing above 2. Wait turns.

If Riders after 2 unsuccessful throws throw a 2 or 1, riders can move one (1) space forward. Points bank points can also be added to total 2. or over. e.g. to make 3 and move on the next throw..

Throw calculation	
Throw	Move
1*	Try again
2*	Try again
3	1
4	2
5	3
6	4
* x 2 = move one [1] box forward after 2 goes. Continue game	

Miss a go [Rule A012]



Riders landing on this square miss the next go.

Bank points can be used to jump over the 'Miss a go' square if Riders are destined to land on it.

Important - 2nd Lap rules

Dotted lines/Grp [Rule 001-2] (line colours may differ)



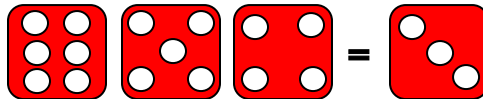
This Rule applies to the 2nd lap only, the final lap. When the first rider crosses any dotted line, they **wait** in position (i.p.) (where landed) for **ANY/ALL** rider/s who can now move to the 'Grp' (Group) square.

Penalty squares still apply when play continues. Once all riders are i.p., continue the game and apply any box rules (e.g. Super Raide).

Once all riders are in position, the first rider throws to start the game again. Resume normal play. Together, the sprint for the Finish line begins.

Dice throw rule – 2nd lap [Rule 002-2]

This Rule applies to the 2nd lap only,



Throwing a six (6), five [5] or four [4] on the second lap is only worth three (3). After the first lap, throwing a six, five or four is redundant, **only** against the 'Super Raide' (Rule 006) can Riders use a six or five to accumulate the required total of seven (7), Riders **cannot jump over** the 'Super Raide' square using a six. Only totals of three (3) or two (2) apply. Bank points (BP) totals of up to three (3) can also be used solely. A combined dice throw and BPs to total three 3 can also be used to jump over the penalty square.

End of 2nd lap rules



La Colline du Super Raide [Rule A013]

This hill square is where unlucky Riders lose time. ^{big}

Riders landing on this square (The Hill of the 'Super Steep') have to throw 4 or higher to continue play. If 4, 5 or a 6 is thrown, move one space forward*.

After an unsuccessful first attempt to throw 4, riders now remain on the square to accumulate a die score of 6 to move forward.

Once 6 is reached or higher, move forward one space only.

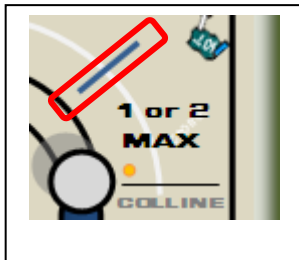
Points bank - add Stage win points to dice throws to reach a total of 6 and secure moving forward one space.

History

La Colline du Super Raide (The Hill of the Super Steep) was historically known as 'Hill Démon' (Demon's Hill). Legend has it, unkindly foes littered roads with rocks and fallen trees and created all manner of extreme weather conditions to make it impossible for Riders to reach the top...

*This is the only rule where throwing a 4, 5 or 6 is permitted on lap 2 (to obtain a total of 6).

1 or 2 max + blue line [Rule A013a]

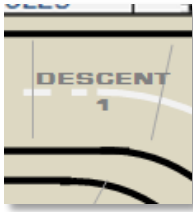


On the final (2nd) lap, points bank points cannot be used after the blue line to jump forward or jump penalty squares.

Once landing on or passing the 1 or 2 max square, only a dice throw of 1 or 2 counts to reach the finish line.

Any dice throw number above 1 (therefore 2, 3, 4, 5, 6) counts as a throw of two [2].

Descent 1 [Rule 013]



Relieved riders landing on this square are on a hill descent.

Move 1 space forward.

Spectator/s [Rule 014]

Landing on the square/s with the spectator/s means miss a go because of nearly crashing.



Summary

There are three ways to collect points and points are essentially used in two ways.

Using points 1: Stage wins points. Only to be used against penalty squares or to add to throws.

Using points 2: Both die points (3) and orange dots (2) [page 1] make up totals to be used at the end of a race. The Rider with the highest combined die throw and orange dots score wins.

Keep your card logs close to your chest and record your totals throughout the game. At the end of the game, count all totals and compare to see who has highest totals to win.

With 2+ players, the use of die totals counted is switched at the end of a game from die totals to orange dots only, to see who occupies 2nd, 3rd and 4th positions. Total the collected orange dot points to decide 2nd, 3rd and 4th rankings.

Combined die + orange dot totals only decide the Champ: 1st position - Winner.

More points!



For the Rider that crosses the Finish line 1st but loses the Game on points, one (dice throw) point is awarded and can be used to add to dice throws for any next Game.

Cross the Start line to finish and win the game after two (2) laps.

The winner and remaining Riders must all wait for the final Rider to cross the Finish / Start line.

Congratulations all around!

Now a cool-down ride and then an interview:



The Law of this rule book

The **written** rules in this book reign supreme over any interpretation of imagery.

Play fair, use your imagination and have fun!

Enjoy A Tour de France Game ©.

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E: sd-cr8@hotmail.com | This rule book is available @ <sd-cr8.net/ATDFGrules.pdf>

SAFETY ADVICE

Choking hazard

Small parts are dangerous if swallowed

Keep small parts out of the reach of children below 6yrs.



Seek professional medical help immediately if small parts are swallowed.

Players (Riders) are required to act with care and to use game parts responsibly. Adults are required to supervise children of young ages (6+) responsibly.

The A4 laminated game sheet can be taken on journeys separately without the wooden board. The board and magnet stick are for using the 'Fastest Time' game.

I am not a game maker but have always enjoyed the Tour de France for its exhilarating racing, insightful commentary (Channel 4 / ITV 4 [UK]) and stunning scenery. A Tour de France Game is an inspired idea brought to life with a few extra twists such as multiple use and its size and portability.

Thank you for your interest in 'A Tour de France Game'. **sd-cr8.net**