



Visions of Rainbows



**The race for the
champion's stripes**

Official Rulebook

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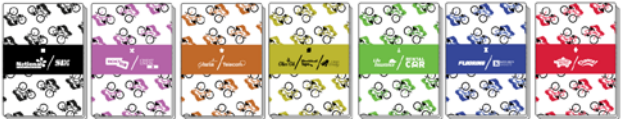
References:

18. Glossary
19. Quick reference

COMPONENTS

1 Rulebook

116 Action cards split into 7 team decks



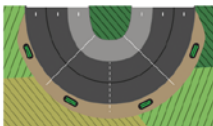
17 Event cards and 11 Tactics cards



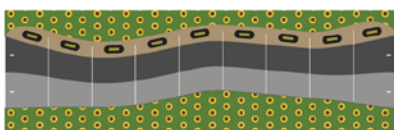
7 Team mats & 1 Event Manager/Podium mat



7 Curve map tiles



6 intermediate straightaway map tiles



2 Start/Finishes map tiles (2 pieces each)



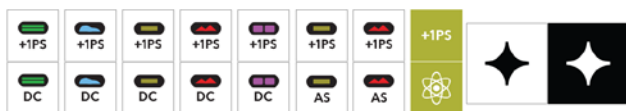
42 Rider chits (7 teams x 6 team members)



50 **Light fatigue** chits and 30 **Heavy fatigue** chits



6 Tactics chits, 7 Energy chits, 1 Active Rider indicator



3 Sprint Bonus chits, 3 Monarch of the Mountain (MOM) Bonus chits, 5 Bonus line chits and 1 Penalty line chit



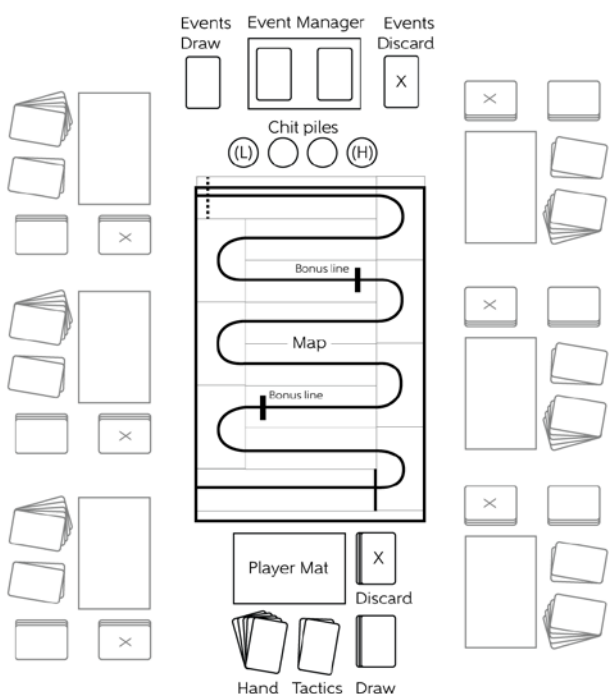
THE POINT OF THE GAME:

Try to get all of your riders across the line as fast as possible to achieve the lowest amount of total time. Players do this by taking turns playing an action card for each rider in their team. Most of the time Action cards will move multiple riders...even members of an opposing team who are linked together in a concurrent line.

Players can also benefit from time bonuses by collecting Sprint points and Mountain points, make headlines by dealing with randomly appearing Events, and make decisive moves with Tactics cards.

GAME & MAP SETUP

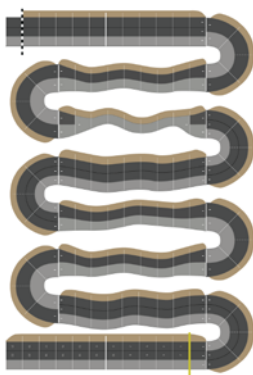
Before the game begins, you must set up the race.



1. Build a map

The game board is entirely customizable with multiple terrain types and multiple road widths to choose from. Start with the Starting map tile(s) and end with a Finishing map tile(s). Then mix and match road map tiles in any way you see fit. Just make sure the riders always start behind the start line.

Your race can be as short or as long as you want. Game duration can vary depending on the number of players, the number of Map tiles and the number of lanes per map tile.



A setup like the one above should take about 2 hours. Remove 2 intermediate map tiles if you prefer a shorter game.

There are some rule differences between playing short games and long games, which are distilled down in the following chart:

| Number of intermediate straightaway map tiles | Duration | Fatigue starts at | Use tactics cards? |
|---|----------|-------------------|--------------------|
| Short: 3 | 60 mins | -1PS | |
| Medium: 4-5 | 90 mins | -2PS | Yes |
| Long: 6 | 120 mins | -2PS | Yes |

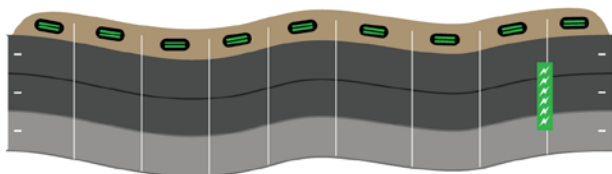
2. Flip the Player mat to the side you wish to use: short or medium+.

3. Place the **Event deck** nearby and sort the chits into easy-to-manage piles.

4. Set Sprint and Mountain Bonus lines



Riders can race for mid-point bonuses, which reduce their total time. Place as many or as few Sprinter and/or Monarch of the Mountain (MOM) lines as you'd like on their respective map types (limit of 1 per Map Section).



Place the Bonus lines between any two rows. Sprint lines go on sprint maps. Monarch of the Mountain lines go on climbing maps. For short games, using 1-2 bonus line is recommended while 2-3 work well in medium and longer games.

Bonus lines can NOT be placed on the Finishing Map tile.

5. Choose teams and riders

Each player may choose their preferred team color and be issued the corresponding Action deck and Player mat. Tactically, all decks are the same. Each Action deck has one card that looks slightly different, with an **Event** icon on the back. These should be randomly shuffled into each player's deck.

The number of riders on each team depends on the number of players. There are 6 different types: All-Star (★), Climber (▲▲), Sprinter (||), and 3 Domestiques (•), (••) and (•••).

3 Players = All 6 Riders will be on the board
 All-Star (★) Climber (▲▲) Sprinter (||)
 Domestique 1, 2 and 3 (•) (••) (•••)

4 Players = 5 Riders
 (★) (▲▲) (||) (•) (••)

5 Players = 4 Riders
 (★) (▲▲) (||) (•)

6-7 Players = 3 Riders
 (★) (▲▲) (||)

6. Set indicators

The Available Rider indicator lets players know which riders have been activated with an Action card. Set the indicator to the black-on-white side. This means white-labeled riders can play Action cards. Once all white-labeled riders have been activated, you will flip the Available Rider indicator to the opposite side.



The Available Rider Indicator shows which labels are active.

7. Medium and long games: Deal out **Tactics cards**

Shuffle the **Tactics card** deck and deal out 2 cards per player. The rest are removed, unseen, from the game.

8. Medium and long games: Play Initial Tactics cards

If a player is dealt a **Tactics card** labeled "Initial Tactic," it must be played immediately.

9. Determine first player

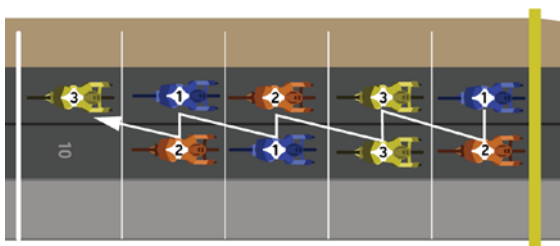
Randomly determine the first player. Player order continues in clockwise order.

10. Set the riders on the road

Place riders with white labels facing up (as indicated by the Available Rider indicator).

Player 1 may choose any one of their riders to be placed on the starting map section in the road space labeled 1. To evenly distribute the rest of the riders, the next clockwise player places their choice in road space 2 and so on until all players have placed their first rider. Players can choose any rider, but they must be placed in number order.

Placement then continues in reverse (starting with the last player, who effectively places twice in a row, and moving back up towards the first) until all players have placed their second rider. Then placement resumes clockwise with Player 1 and continues back and forth in this fashion until all available riders have been placed on the road.



In the lineup above, Blue is placed in the 1 spot, followed by Orange and Yellow. Placement is then reversed starting with yellow in 4, then blue in 5, then red in 6. Placement is reversed again until all riders are placed.

11. Prepare each player's Action deck and draw 5 cards

Find the "Making Headlines" card in each player's deck and set it aside. Shuffle the deck and draw 5 cards. Re-insert the

“Making Headlines” card back into the deck and shuffle again. These will appear randomly and trigger **Events** (page 17).

THE THREE PHASES

The Movement phase, Reorganization phase, and Endgame phase.

The Movement phase has a number of rounds determined by the number of riders in each player’s team. During each round, players take turns playing Action cards to move riders down the course.

The Reorganization phase happens at the end of each Movement phase, after every rider has been activated once. Then onto the next Movement Phase.

The Endgame phase triggers after the first rider crosses the finish line.

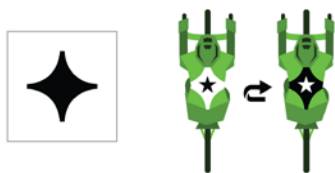
MOVEMENT PHASE

1. Play Action cards

Moving clockwise, each player may choose to activate any one of their riders by playing an Action card (page 10). Make sure to factor in Terrain modifiers (page 18), Bonus abilities (page 19) and existing Fatigue modifiers (page 16).

2. Flip activated rider

Once the movement has been made, flip the activated rider to the opposite side of the Available Rider indicator.



The label of an Activated riders should be opposite the Available Rider indicator color. This rider can no longer be activated until the Available Rider indicator is flipped to the opposite side.

3. Apply fatigue

If any fatigue is indicated in the bottom left corner of the card (either **(L)ight** or **(H)eavy**), place that fatigue on your player mat on the appropriate rider (page 15). The opposite side of the Fatigue chits are inconsequential and are there for added flavor.

4. Draw another card

Fill your hand back up to 5 cards.

If after you draw a card you see an **Event** icon on the top of your deck you must determine whether or not an **Event** triggers (page 17).

Once that is resolved, the next clockwise player begins their turn.

After each player has activated one rider, the next round of movement begins. Player 1 may now activate another of their Available riders.

Continue until **all** players have activated **all** riders. Then begin the Reorganization phase.

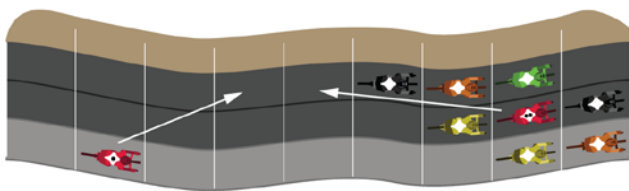
REORGANIZATION PHASE

If a rider has crossed the finish line, proceed to Endgame phase (page 9).

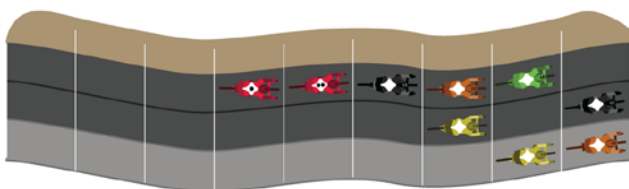
1. Rescue dropped riders

At times it may feel like one of your riders may be too far back to ever be able to catch up. If you feel this way, you can take some drastic action by rescuing a dropped rider.

In turn order, if your last-placed rider is not linked to another rider, they are considered dropped. You may rescue them by choosing another of your riders and moving them to the back of the last linked line with at least two riders (or selecting your rider who is already there). Then you may move your dropped rider any number of spaces forward to the back of that line, adding +1 **Heavy fatigue** to the rescued rider.



The red Domesticque 1 is dropped and the red player fears they will never catch up. The red player thus chooses to send any of their other riders to the back of the last linked line, in this case their Domesticque 2. Then they move their dropped rider to the back of that linked line.



The red Domesticque 1 takes **Heavy fatigue**, but at least they're back in the action.

2. Event resolution and clean-up

If no **Event cards** were resolved this phase, draw, resolve and discard an **Event card** (page 17).

If at least 1 **Event** was resolved, clear all events from the podium mat.

3. Flip the Available Riders indicator to the opposite side

All activated riders are now refreshed. Now instead of flipping from white to black, for example, you'll be flipping from black to white.

The next Movement phase starts with the player with the highest placed rider, who may choose to activate any member of their team.

ENDGAME PHASE

1. Crossing the finish line

The endgame begins when the first rider crosses the finish line. That rider has won the race! Congrats! But has your team won the game?

Place this rider in first place on the podium mat. This player is awarded 0:00 seconds. Each subsequent podium placement will gain more and more time.

If the winning rider played an Action card with enough PS to move other riders across the finish line, continue to do so until all PS have been used.

2. Activate remaining riders

Players may continue to play Action cards and move riders to the podium until ALL riders have been activated, at which point gameplay ceases.

Many riders will not have crossed the finish line, but they will still be scored.

3. Place the Penalty line on the Podium mat after the last Activated rider to cross the line.

Any rider who did not cross the finish line gains +0:01 second on their subsequent placement on the map. If three of your riders did not cross the finish line, that's +0:03 seconds.

4. Move remaining riders to the podium based on their positions on the road.

Riders closer to the priority line (page 20) are considered to be in a higher position when they're in the same row.

5. Total up each team's time.

Subtract any bonus seconds earned along the way and remember to add penalty seconds to those who did not cross the finish line.

The player with the lowest aggregate time is the winner.

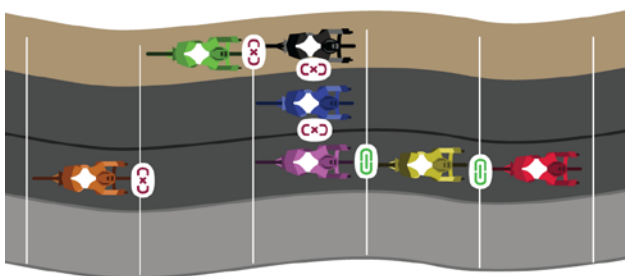
Endgame ties: In ties, the team whose lowest-placed rider is placed higher on the podium mat takes the advantage.

MOVEMENT

Movement is accomplished by playing Action cards, but depending on the type of card you play, you may be moving riders who are linked to yours...even other players' riders.

Any concurrent line of riders is considered a linked line. Riders next to each other are not linked. Riders can unlink themselves with sideways movement or certain Action cards, or they can unlink others by bumping other riders (page 13). At the end

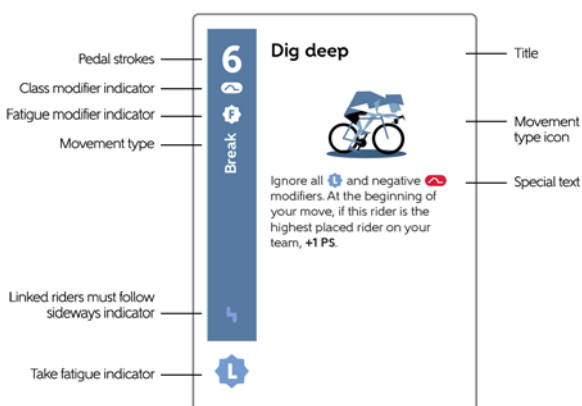
of every movement, linked relationships are re-defined based on current road positions.



Riders are linked by green loops. Riders who are not linked are marked with a red X.

ACTION CARDS

Action cards indicate the type of movement and the amount of Pedal Strokes (PS) a rider gets. Each PS allows the rider to move themselves and any linked riders 1 space. There are also indicators for additional class modifiers (page 18) and fatigue modifiers (page 16), the type of fatigue received (page 16) as well as special text and other restrictions. Indicators that are dimmed out do not apply to that Action card.



Icons are present to remind players which modifiers to take into account. Icons that are dimmed out (in the example above it is fatigue modifier and the follow sideways indicator) do not apply to this Action card.

There are 4 different types of action cards:

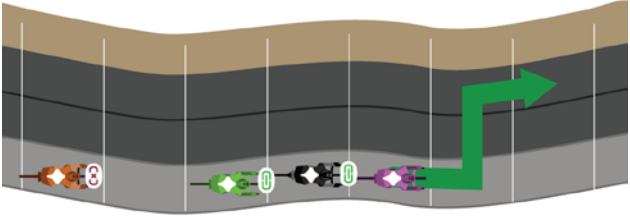


Lead movement:

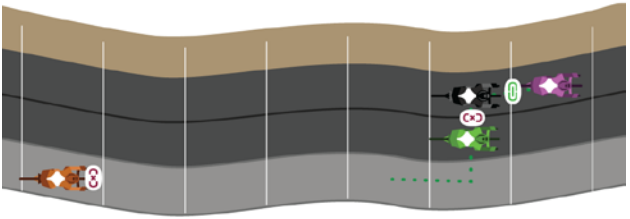
When a rider moves in this way all riders rear-linked behind them follow like a snake. This includes all sideways movement (indicated by the L icon) and – when allowed via special text – diagonal movement.

If a **Lead movement** moves in front of another line, all of the originally linked riders must follow behind before the new linked

line can be picked up. Once the last linked rider has passed in front of that new line, the current player may choose to link or leave that new line behind.



In a **Lead movement**, all linked riders follow the first rider in the line, even sideways.

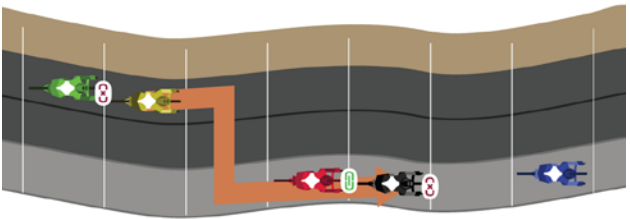


At the end of each movement, linked relationships are redefined.

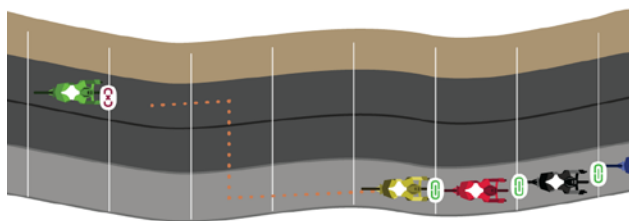


Chase movement:

Though it may feel like a bumping action (page 24), it's a little bit different. All riders forward-linked ahead of this rider are essentially "herded forward" or "followed," not bumped. This rider will close gaps and forward-link to any rider in front of them as they progress. This rider uses PS as normal, even if there are no riders in front of them.



In a **Chase movement**, rear riders become unlinked and are left behind. When moving sideways, all riders become unlinked.





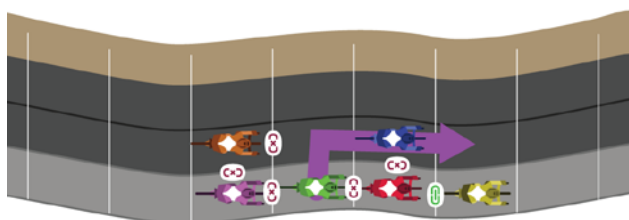
The chasing rider "follows" all riders forward with their remaining pedal strokes, creating new linked riders.



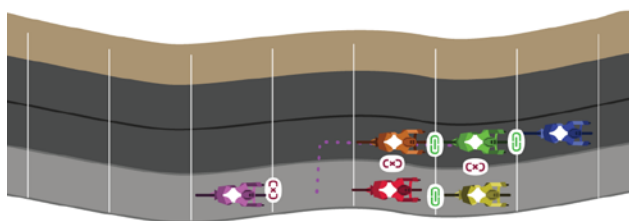
Draft movement:

All riders forward and rear-linked to this rider move in tandem.

An important difference with **Draft movements** is that riders cannot use their class bonuses  (page 18), but they are also not hindered by fatigue  restrictions (page 16). If this rider makes sideways moves, they unlink from their current line. All riders in the new linked line then move together. This rider uses PS as normal, even if there is no rider in front of them.



In a **Draft movement** riders become unlinked on sideways movement.

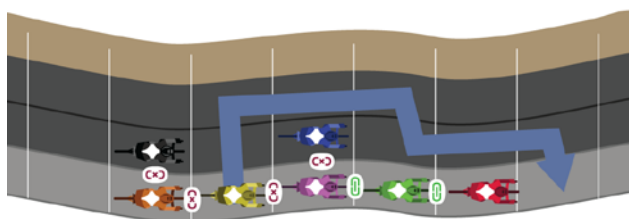


But on forward movement, all forward and rear-linked riders move.

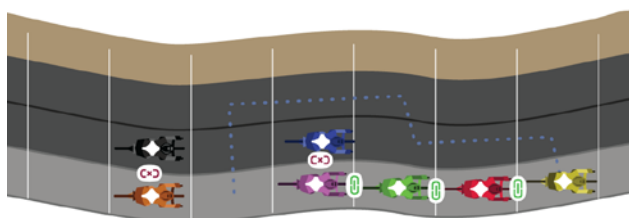


Break movement:

No riders are considered linked. This rider goes solo and makes all movement un-linked and on their own.



In a **Break movement** the rider becomes unlinked from everyone and moves on their own.



Wild movement:

The player may choose to play this Action card as a **Lead**, **Chase**, **Draft** or **Break** movement. Standard movement rules apply to this move.

MOVEMENT RESTRICTIONS

Riders may only use PS to move forward and sideways and are generally restricted from moving diagonally or backwards, unless specified by special text on the card.

Riders must spend all available Pedal Strokes (PS) until forward movement is impossible (such as being blocked by a rider). Riders are not forced to move sideways to use up PS.

Sideways movement:

During sideways movement, a rider may not occupy the same space more than twice in one move. This way riders can break lines, but keep the game moving forward.

Bumping ▶:

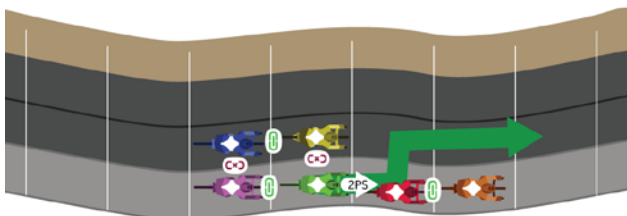
Sometimes a rider may need to make space where there is none by bumping other riders sideways or against the Action card type, such as pushing riders forward with a **Lead** or **Break** movement. When bumping another rider, each advanced space costs 2PS.

| Bumping | Forward ▲ | Sideways ◀▶ |
|-----------------------|------------------------|------------------------|
| Lead movement | 2PS per advanced space | 2PS per advanced space |
| Chase movement | --- | 2PS per advanced space |
| Draft movement | --- | 2PS per advanced space |

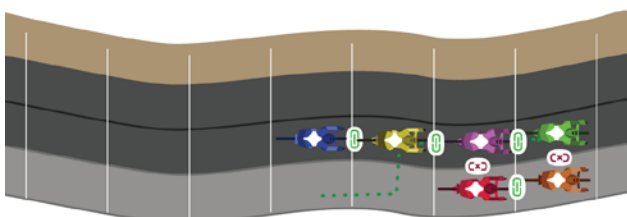
| Bumping | Forward ▲ | Sideways ◀▶ |
|----------------|------------------------|------------------------|
| Break movement | 2PS per advanced space | 2PS per advanced space |

Forward bump ▲:

Pushes all riders linked ahead.



Lead movement and **Break movement** cards should be used for riders with a clear view, because moving against the Action type is costly. Once space is clear, you may continue to move as normal.

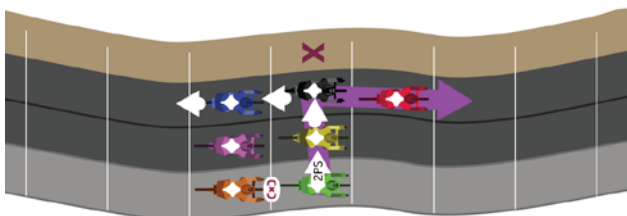


In the above example, green played a **Lead movement**, pushed red forward one space to create an outlet (2PS), then made a sideways move, continuing normally (1PS). Since it was a **Lead movement**, purple was pulled along and then linked up to carry yellow and blue.

Sideways bump ◀▶:

This pushes all riders on either side of them. Riders cannot not be bumped onto the road side. If there is no legal road space for the bumped rider, move that rider (and all riders linked behind them) back one space.

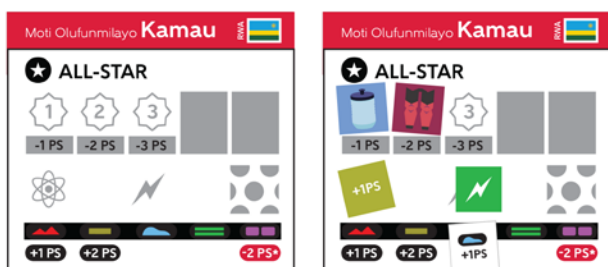
In some edge cases, during a **Lead movement** a rider may be bumped backwards into a linked line. This rider is thus incorporated into the linked line via standard **Lead movement** rules.



Riders can be bumped sideways, but never onto the road side. It requires a total of 2 PS for green to bump into the middle lane, which bumps yellow sideways and black

| | Linked | Follow Sideways | Terrain Mods | Fatigue Mods | Bump |
|-------|------------|-----------------|--------------|--------------|--------|
| Lead | Back | ○ | ○ | ○ | 2, FRL |
| Draft | Fore, Back | | | | 2, RL |
| Chase | Fore | | ○ | ○ | 2, RL |
| Break | | | ○ | ○ | 2, FRL |

PLAYER MATS



The rider boxes are where players keep track of their stats: fatigue, class bonuses, and bonus seconds.

The Player mat is where players keep track of fatigue modifiers, class modifiers, and other bonuses.

The Player mat is double-sided. On one side is the short play side, in which fatigue takes effect earlier and is maxed out at 3. The other side is for medium and long games, in which fatigue sets in a little later, but maxes out at 5.

FATIGUE MODIFIERS 🛠



Though there are two types of fatigue, there are multiple images for added flavor.

Fatigue indicates the amount of effort a rider has put towards the race's progress and may restrict the amount of movement a rider can make. Fatigue is received after PS are used and remains until actions are taken to remove it.

There are two types of fatigue:

Light fatigue:

Can be removed through special text (page 15) on Action, **Event** or **Tactics cards**.

Heavy fatigue:

This cannot be removed for the duration of the game (unless special text allows).

A rider may have up to 3 (short game) or 5 (medium+ game) fatigue tokens . The more fatigue tokens a rider has, the slower their movement becomes.

| | |
|------------------------------------|-----------------------------|
| 1 Fatigue (short games) = -1 PS | (medium+ games) = No effect |
| 2 Fatigue = -2 PS | 3 Fatigue = -3 PS |
| 4 Fatigue = -4 PS | 5 Fatigue = -5PS |

This charted on the Player mat. When a rider receives fatigue, place the token in the fatigue box on the player mat(page 16).

Fatigue is not limited by tokens. If you run out, create markers of your own.

EVENT CARDS



Events cause problems for riders based on an assortment of criteria depending on which **Event** is drawn.

When a player draws a card from their Action deck, they may reveal a card at the top of their deck with an **Event** icon on it. When this happens, immediately draw and resolve a card from the **Event** deck.

Resolved **Events** are tracked on the Event Manager mat. You should not resolve more than 2 **Events** per Movement phase. If another player reveals an **Event** icon after this limit, that player should immediately return it to their deck and re-shuffle it for a chance to be revealed in a future Movement phase.

Event cards can't be resolved once a rider has crossed the finish line. When this happens, clear the Event Manager and flip it over to reveal the Podium Mat. Set aside any further cards with **Event** icons as they are revealed.

Riders on the road side are not affected by **Events**, unless otherwise specified.

Grupo Compacto:

Every **Event card** calls for Grupo Compacto for a varying number of riders. This is a chance for lagging and dropped riders to catch up in the ensuing chaos.

Starting with the highest-placed targeted rider, each rider may move forward up to 10 rows but may never advance to a better position than the next rider ahead.

This allows lagging riders to advance forward and potentially link up with another rider for a fighting chance to stay in the race.

PODIUM MAT

The Podium mat is shared by all riders at the end of the game, and is used to add up times for scoring. It also has an area to keep track of the available riders indicator.



TACTICS CARDS



Medium and long games only: **Tactics cards** offer unique abilities and strategy for each player. **Tactics cards** can be played based on their stated requirements (or at any time if unspecified). A player may not play more than one **Tactics card** per turn. **Tactics cards** do not affect opponents on the road side.

CLASS MODIFIERS

There are two types of Class modifiers: Terrain modifiers and Bonus Abilities. Fatigue modifiers are not Class modifiers.

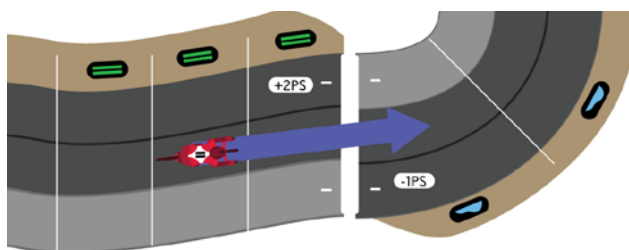
Terrain modifiers:

Terrain modifiers are indicated on the bottom of the rider displays on the player mat. They modify the number of Pedal Strokes (PS) of that rider based on the terrain.

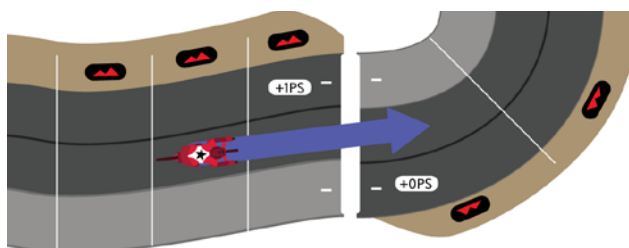


Terrain modifiers add and subtract PS, depending on rider placement. From left to right: Mountains are red triangles. Flats are yellow dashes. Descents are blue swoops. Sprints are green double-dashes. Cobbles are purple ovoids.

A Terrain modifier applies at the beginning of your move **and** each time the rider passes into a new terrain type. If a rider passes through multiple terrain types and has bonuses for those terrain types, they must take all modifiers.



The Sprinter gets +2PS in sprints, but -1PS in the descents. If this Sprinter played an Action card with 6PS, the sprinter would get +2 PS for starting on the sprint map, and -1PS for passing into the mountains (7 PS total). On the next turn, if the Sprinter starts in the descents, the -1 PS modifier applies again.



When passing onto a new map section with the same terrain type, the class modifiers only apply once. If this All-Star played an Action card with 6PS, they would get +1 for starting in the mountains, and no second bonus when crossing into the new mountain map section (7 PS total).

Bonus abilities:



Bonus abilities are acquired through specific **Tactics cards** (page 18), and can be placed on a specific rider on the player mats. Riders are limited to two bonus abilities.

No class modifiers may be applied during a **Draft movement** (page 12) (unless special text allows).

BONUS SECONDS



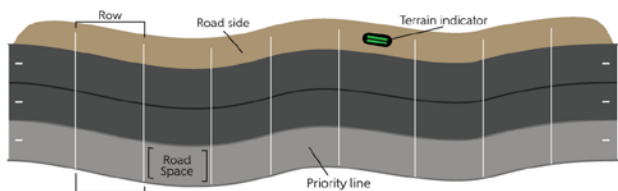
Sprint points are indicated in green and **Monarch of the Mountains (MOM)** points are indicated by red polka dots.

The first rider to cross a Bonus line (such as a Sprint line or Monarch of the Mountain line) (page 5) takes the corresponding Bonus Second token and places it on the corresponding rider on their Player mat. During final scoring it is worth -0:02 off their time.

There is no limit to the number of bonus seconds a rider can acquire. Bonus seconds **can not** be placed or awarded on the Finishing Map tile.

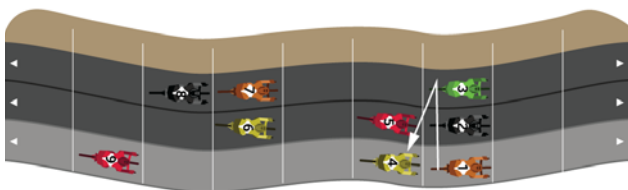
ROAD TILES

Road anatomy:



Priority line and priority order:

The priority line is marked in light gray on each map section. It is used to indicate the best position on the road and, subsequently, the priority order of riders. The rider on or closest to the priority line is considered to be placed higher than the riders in the same row who are further from the priority line.



The orange player is in the row that is furthest ahead and on the priority line. This means they are in first position. The black and green player are in the same row, but further away from the priority line, so they sit in position 2 and 3. In the next row, order continues starting once again with the priority line.

Road side:

The shoulder of the road is marked in brown. It is not a legal raceway and may only be entered via **Event** cards or special text. Riders must move off of the road side before moving forward.

If a rider needs to enter a road side space that is already occupied, the riders that are already on the road side must be bumped backwards out of that space to make room.

Riders on the road side are not affected by **Events**, unless otherwise specified.

Terrain indicator:

Terrain type is indicated by the icon on the road shoulder.

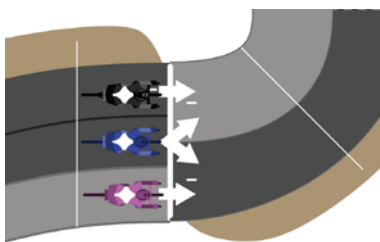


Left to right: Mountain Climb, Flats, Descents, Sprint and Cobbles.

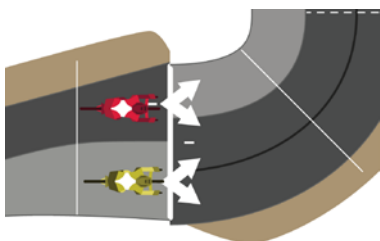
LANE TRANSITIONS

Sometimes roads will lose or gain lanes. If possible the riders should follow the most logical path: the outermost lanes must continue to take the outermost lanes and the innermost lanes must continue to take the innermost. If there is a choice, as with a center lane, the current player may choose into which lane their linked line moves.

These **are not** considered sideways or diagonal moves.



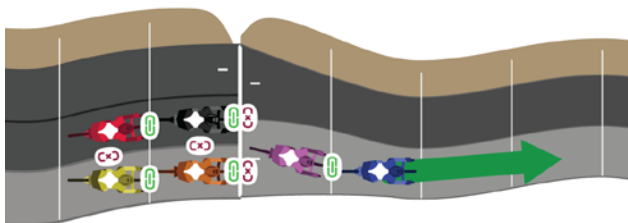
In narrowing lanes, the top rider must move into the top lane, the bottom rider must move into the bottom lane and the middle rider can choose either lane.



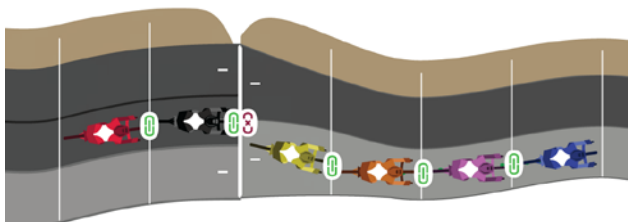
In expanding lanes, the top rider may choose from among the two top-most lanes. The bottom rider may choose from among the two bottom-most lanes.

During a **Lead movement**:

When moving into a new lane, the riders who are currently linked behind the Activated rider must continue to follow that rider. Once the last rider in the linked line has entered the new lane the current player may choose whether to link those riders with any new rider/linked line or leave them behind.



The blue rider played a **Lead movement** and will drag the purple rider with them into the 2-lane road map. They must then choose whether they want to link to the middle lane, or the bottom lane.



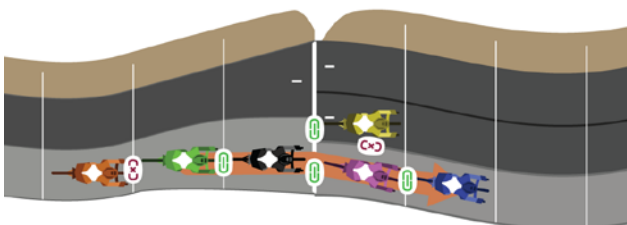
Once the last linked rider has passed the black rider, they may choose to link with the black rider's line or leave them behind.

Once you've committed to carrying a linked line you may not pick and choose between the two. Only when the end of the

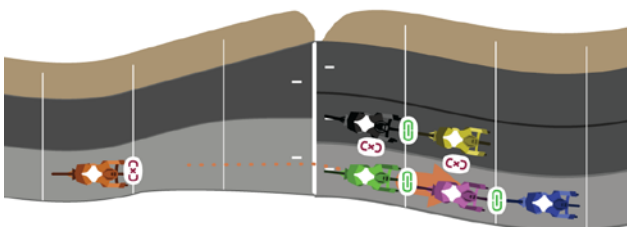
linked line reaches the changing point may you choose to pick up another line.

During a **Chase movement**:

When the Activated rider passes into a narrowing or expanding lane, that rider may choose to break the forward link and continue forward in a new, legal lane.



The green rider wants to stay in the inside lane, but can either push the black rider into the middle lane or the bottom lane.



The green rider pushes the black rider into the middle lane, then continues to push the blue and purple rider in the priority line.

Once a player has committed to pushing a line, you may not pick and choose which lane they enter. Only when the activated rider has reached the changing point may you change lines.

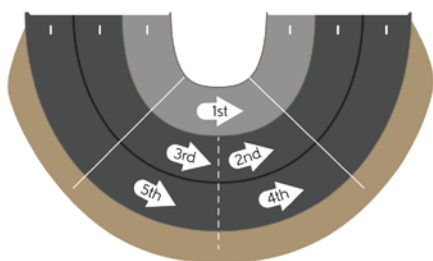
During **Draft movement**:

This shares the properties of both types of movement. Like **Chase movement**, when the Activated rider reaches a narrowing or expanding lane that rider may choose to chase a new line. And like a **Lead movement**, when the last rider crosses the changing point, may choose to link other riders behind if it is legal to do so.

Pseudo spaces:

On curved map tiles, the inside and outside lines may have varying numbers of spaces within the same row. These pseudo-spaces are indicated by a dotted line.

When deciding positioning, the rider in the lane that is on, or closest to the priority line is first. The next closest rider is in the next nearest lane and in the first pseudo space of that lane. The third rider would be directly behind the second rider, and so on.



When moving sideways from the priority line into a pseudo-space, the active player may choose which pseudo-space to move into.

2-PLAYER VARIANT

The game is best with 3-7 players, but there is a 2-player variant with an artificial 3rd player in case you're feeling less social.

Choose two teams. One team will be used for movement and the other will be used for the activation pool to randomly determine which rider is moving.

Remove all the Wild cards from their Action deck.

When placing the AI on the road, draw and place riders at random.

When it is the AI's turn randomly select a rider from the activation pool, mark it activated and move it to the activated pool. The rider on the road with the same symbol will move.

Draw the top card from their Action deck. The rider moves the specified number of spaces, taking in to account fatigue and terrain modifiers where necessary, but ignoring any special text.

The AI must move as efficiently as possible, using up every Pedal Stroke if possible. During **Lead** and **Break** movement, they should not bump other riders unless it is the only option available. While linked during **Chase** and **Draft** movement, the AI should never move sideways.

Upon activation, if an AI rider is unlinked and behind all other riders from every other team, they must move towards the next closest rider. If they reach the next line, but still have PS to use, they must continue to use them up as efficiently as possible. With **Lead** and **Break** cards, this may mean moving out of line again.

If there are two equally efficient moves the AI will always choose to move towards the priority line.

Mark this rider as being activated and apply any fatigue.


Thanks to:

My wife Kelly Lambeth and the rest of my family, Lisa Cordova, Michael Cordova, Dana Kleimen, Joe Milton, Nick Baran, Phil Warren, Scott Radke, Tony Lyons, Zachary Seib, Carolyn Weber, Tristan Klein, Sam Dodge, Brett Coalmer, Emily Breffle, Mary Jo Schwabe, John Schwabe, Nick Barth, Leslie Peckham, Aaron _____, & Melissa Markes, Dan Bullock, Dane Trimble and all the playtesters whose names I did not get.


GLOSSARY

Activated rider: A rider who has played an Action card in the current phase is no longer available.

Available rider: A rider who has not played an Action card in the current phase may be activated.

Bumping : Pushing into a space occupied by another rider with an Action card that does not specialize in that movement.

Class: The rider specialty (All-Star, Climber, Sprinter or Domestique).

Class modifier : The terrain modifiers and bonus abilities on the Team mat that modify Pedal Strokes (PS). Special text and Fatigue modifiers are not Class modifiers.

Dropped rider: A rider who is not linked and is behind all other linked riders.

Finishing map tile: The final 22 rows.

Grupo Compacto: Found on **Event** cards (page 17). Move specified number of sagging riders forward up to 10 rows and place into any available space, but never better than next rider.

Leading: A rider is leading when there are no other riders ahead of them. That rider's line is also considered to be leading, but the riders behind the leading rider, are not.

Linked rider: Any rider (or riders) directly ahead of, or behind, another rider. All linked riders must be in the same lane with no empty road spaces between them. If there is at least one road space between two riders, those riders are not considered to be linked.

Riders on the road side are not considered linked.

Map tile: Each individual piece of the map.

Movement phase: When all riders on the board have been activated via an Action card, the Movement phase ends and the Reorganization phase begins.

Pedal Strokes (PS): The amount of energy a rider is allotted, which is used for movement (essentially a movement point).

Player turn: The time when a player may play an Action card.

Priority line: The light gray space in a row that indicates the best placement of the rider. The further a rider is from the priority line, the worse their position.

Row: All sideways spaces between two solid white lines. On curves, a some curves, the row is divided into two pseudo-spaces by a dotted line. Those pseudo-spaces are considered part of one row (page 22).

Road side: The brown area of the road with terrain indicators. This is not a legal movement space and can only be used via **Events** or special text. Riders are not considered linked while in a road side area.

Road space: 1 rectangular space on the road

Special restrictions: Restrictions on how cards can be played.

Special text: This text gives riders special abilities (or limitations) that they can use while making that action.


QUICK REFERENCE

Game length reference:

| Number of intermediate straightaway map tiles | Duration | Fatigue starts at | Use tactics cards? |
|---|----------|-------------------|--------------------|
| Short: 3 | 60 mins | -1PS | |
| Medium: 4-5 | 90 mins | -2PS | ○ |
| Long: 6 | 120 mins | -2PS | ○ |

Reorganization phase:

If a rider has crossed the finish line, flip the Event Manager mat and proceed to Endgame phase.

1. Rescue dropped rider: In turn order, may move a rider to the back of the last linked line. Then move the dropped rider to the back of that line and give them +1  (page 8).
2. Resolve an **Event** (page 17) if one was not played this Movement phase. Otherwise clear events and re-shuffle unresolved "Making Headlines" cards into their decks.
3. Flip Available Rider indicator to opposite side and start the next movement phase with the leading rider.

Endgame phase:

1. Ensure all remaining riders have been activated.
2. On the podium mat, apply penalty line after the last person to cross the finish line. Each rider beyond this line gets +:01.
3. Move all riders to the podium mat based on their position on the road. Priority line breaks ties.
4. Add up each team's time, add penalty seconds, and subtract bonus seconds. Lowest score wins.

Medium+ games: **Tactics cards** can be played as indicated; otherwise may be played at any time (page 18).

Standard movement rules:

| | Linked | Follow Sideways | Terrain Mods | Fatigue Mods | Bump |
|--------------|------------|-----------------|--------------|--------------|--------|
| Lead | Back | ○ | ○ | ○ | 2, FRL |
| Draft | Fore, Back | | | | 2, RL |
| Chase | Fore | | ○ | ○ | 2, RL |
| Break | | | ○ | ○ | 2, FRL |

No diagonal or backwards movement.

Linking/unlinking with changing lane sizes:

Lead - Current riders continue following, but may carry new line when end of linked line reaches changing point.

Chase - May chase new line when your rider reaches changing point.

Draft - May chase a new line when your rider reaches changing point and may carry a new line when end of linked line reaches changing point.