On the Rivet

The race for the champion's stripes

Official Rulebook

CONTENTS

CORE COMPONENTS

1 Rulebook

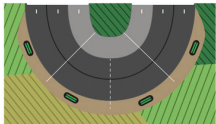5 team decks (135 Action cards, 5 Making Headlines cards)

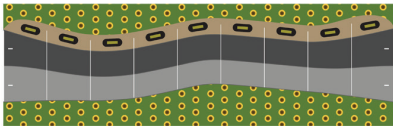22 **Event cards**

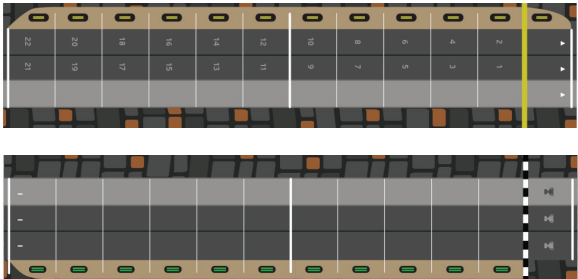5 Team mats & 1 Event Manager/Podium mat
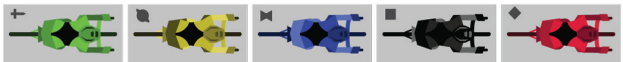

7 Curve map tiles

4 intermediate map tiles

2 Start/Finish map tiles (2 pieces each)

30 Rider chits (5 teams x 6 team members)

37 **Light fatigue** chits and 22 **Heavy fatigue** chits

7 energy chits, 1 Active Rider indicator, 2 Monarch of the Mountain time bonus chits, 2 Sprint bonus chits, 3 Time Bonus line chits and 1 Penalty line chit

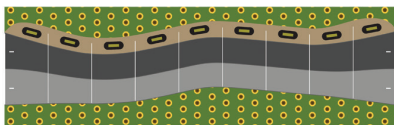
TEAM TACTICS EXPANSION COMPONENTS

2 team decks (54 Action cards and 2 Making Headlines cards), 2 **Event cards,** 14 **Tactics** cards

2 Team mats

2 intermediate map tiles

12 rider chits (2 teams x 6 riders)

22 **Light fatigue** chits and 7 **Heavy fatigue** chits

6 Tactics chits

2 Time Bonus chits, 2 Time Bonus line chits

THE POINT OF THE GAME

Your goal is to try and 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 who are linked together in a concurrent line — even members of an opposing team.

Players can also benefit from time bonuses by collecting Sprint points and Monarch of the Mountain points, and make headlines by navigating randomly appearing events.

GAME MAP & SETUP

Before the game begins, you must set up the race.
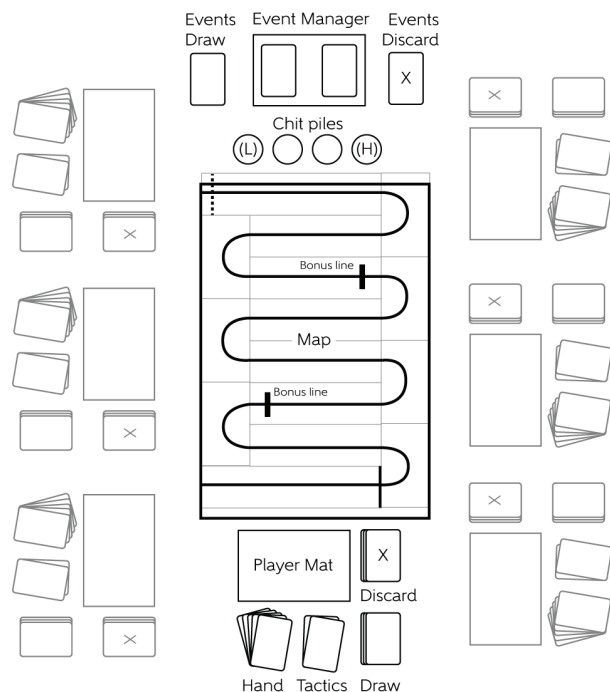
1. Build a map

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.
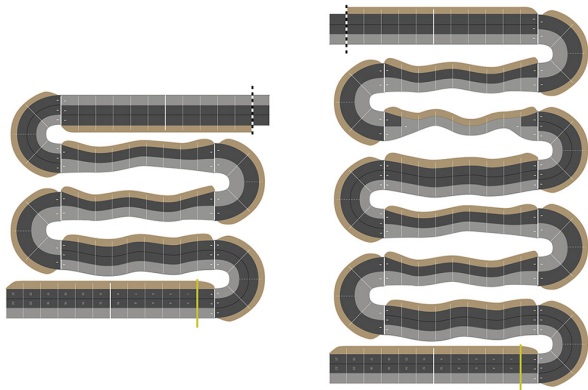
A map with 5 lines of road tiles should take approximately 60 minutes to play, while a map with 8 lines of road tiles should take about 120 minutes.

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

No. of lines of map tiles	Duration	Fatigue on player mat starts at	Use expansion tactics cards?
Short: 5	60 mins	-1PS	No
Medium: 6-7	90 mins	-2PS	Yes
Long: 8	120 mins	-2PS	Yes

2. Flip the Player mat to the side you wish to use:

The short side has 3 fatigue spaces and pedal stroke reduction begins with the first fatigue. The medium/long side has 5 fatigue spaces. The first fatigue is free and pedal stroke reduction kicks in after the second fatigue marker.

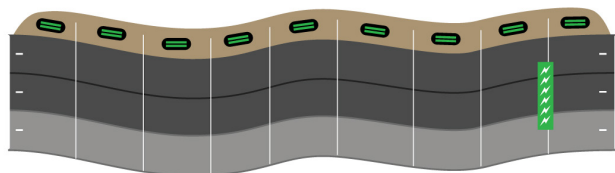## 3. Place the Event deck nearby and sort the chits into easy-to-manage piles.

4. Set Time Bonus lines

Riders can race for mid-point bonuses, which reduce their total time. Place as many or as few Sprint (green lightning bolts) and/or Monarch of the Mountain (MOM) (red polka dots) 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 will be randomly shuffled into each player's deck (step 9).

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

> 3 Players = All 6 Riders will be on the board
> All-Star (★)   Climber (▲▲)   Sprinter (**II**)
> Domestique 1, 2 and 3   (•) (⁞) (⁛)
>
> 4 Players = 5 Riders
> (★)   (▲▲)   (**II**)   (•)   (⁞)
>
> 5 Players = 4 Riders
> (★)   (▲▲)   (**II**)   (•)
>
> 6-7 Players (via the Team Tactics expansion) = 3 Riders
> (★)   (▲▲)   (**II**)

6. Set Available Rider indicator

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. Determine first player

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

8. Set up the starting grid

Place riders with white labels facing up (matching 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 on the subsequently numbered spot.

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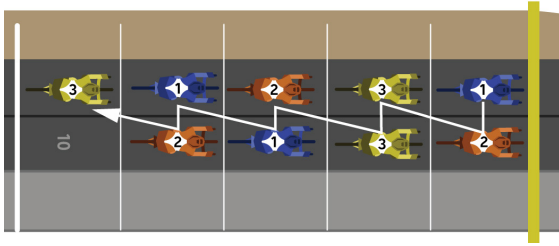
In the lineup above, Blue is placed in the 1 spot, followed by Orange and Yellow. Placement is then reversed starting with Yellow in 4, then Orange in 5, and Blue in 6. Placement is reversed again starting with blue until all riders are placed.

9. 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 10).

THE THREE PHASES

The game rotates through 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 (ex: 18 total riders = 18 rounds). 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, only after every rider has been activated. If nobody has crossed the finish line, you move onto the next Movement Phase.

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

MOVEMENT PHASE

1. Play Action cards

Starting with the first player and moving clockwise, each player may choose to activate any one of their riders by playing an Action card (page 6). Make sure to factor in Terrain modifiers (page 10), Bonus abilities (page 11) and existing Fatigue modifiers (page 9).

2. Flip activated rider

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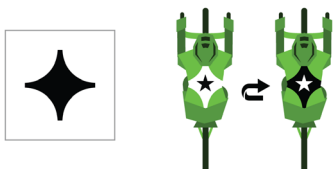

The label of an Activated rider should be opposite the Available Rider indicator color. This rider can no longer be activated until all other riders have been activated and the Available Rider indicator is flipped to the opposite side during the Reorganization phase.

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 9). 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 immediately draw it and determine whether or not an **Event** triggers (page 10).

Once the event is resolved or returned, the next clockwise player begins their turn.

After each player has activated one rider, the next round of the Movement phase 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, skip the reorganization phase and proceed to Endgame phase (page 6).
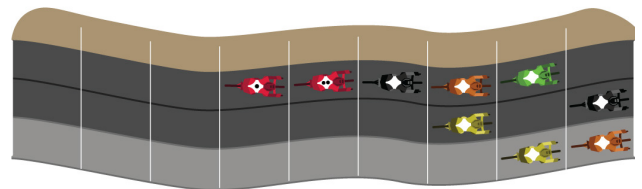
1. Rescue dropped riders

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 resuce 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 in this position). 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.
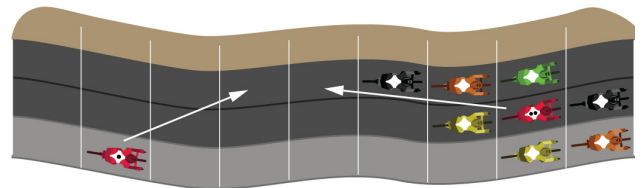
The Red Domestique 1 is dropped and that player fears they will never catch up. The Red player thus chooses to send any of their other riders to the back of the last linked line (Domestique 2).

They then move their dropped rider to the back of that linked line. The rescued Domestique must now take 1 **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 10).

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 fliiping 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?

Clear the Event Manager mat and flip it over to reveal the Podium mat. 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 to try to get as many riders to the Podium mat as they can until ALL riders have been activated, at which point gameplay ceases.

Though 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 rider to cross the finish line

Any rider who did not cross the finish line gains +0:01 second on their subesquent 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 11) are considered to be in a higher position when they're in the same row.

5. Total up each team's time.

Subtract any Time Bonuses 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.

MOVING WITH LINKED LINES

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, front to back, is considered a linked line, while riders to the side of 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 8). At the end of every movement, linked relationships are re-defined based on current road positions.
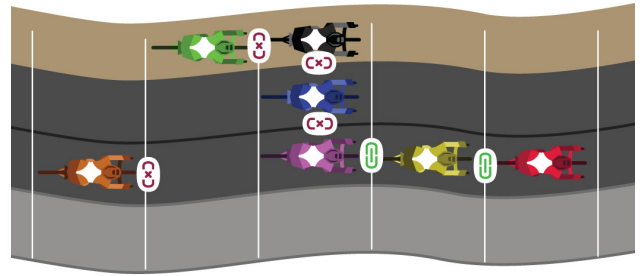

Riders are linked by green loops. Riders who are not linked are marked with a red X.

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 10) and fatigue modifiers (page 9), the type of fatigue received (page 10) as well as special text and other restrictions.

Indicators that are dimmed out do not apply to that Action card.
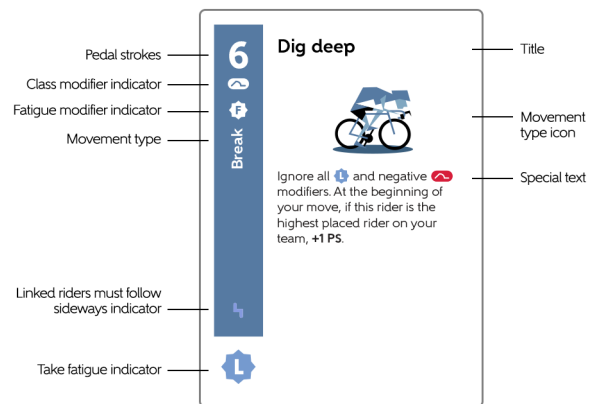
Icons are present to remind players which modifiers to take into account. Icons that are dimmed out (in the example above it is the Follow Sideways indicator) do not apply to this Action card.
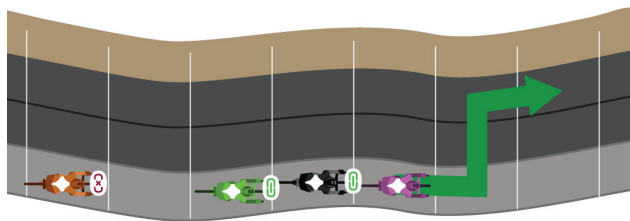
MOVEMENT TYPES

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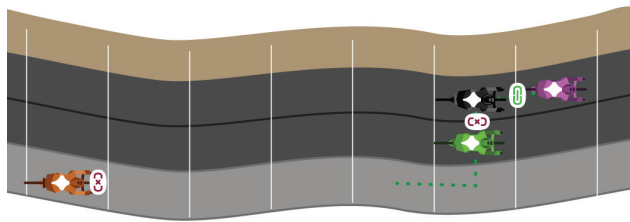
At the end of each movement, linked relationships are redefined.

Chase movement:

Though it may feel like a bumping action (page 8), 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.
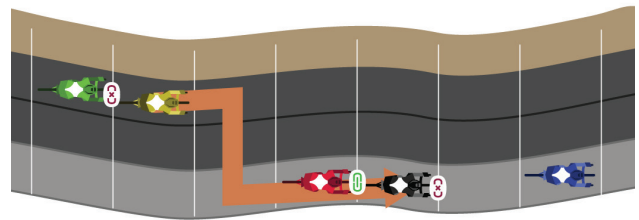
In a **Chase movement**, rear riders become unlinked and are left behind. When moving sideways, all riders become unlinked.
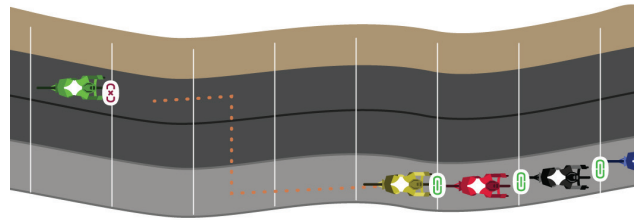
The chasing rider "herds" all riders forward with their remaining pedal strokes, creating new linked riders.

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 10), but they are also not hindered by fatigue 🄵 restrictions (page 9). 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.
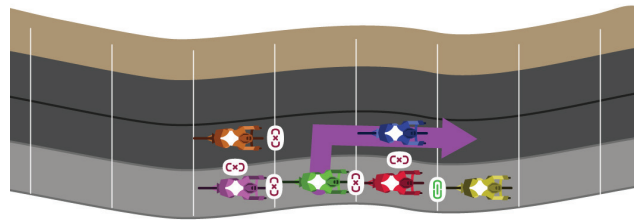
In a **Draft movement** riders become unlinked on sideways movement.
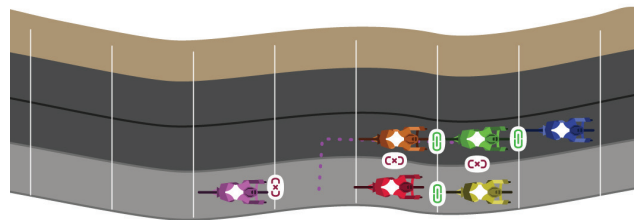
But on forward movement, all forward and rear-linked riders move.

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.

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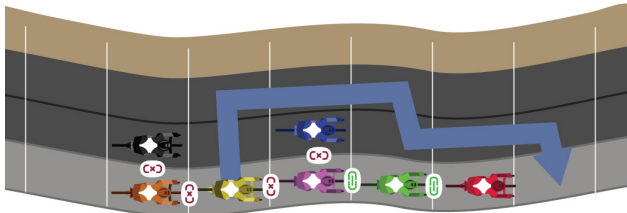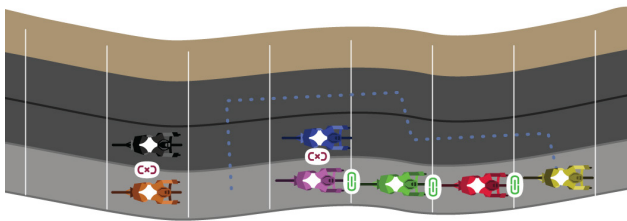
Riders must spend all available Pedal Strokes (PS) until forward movement is impossible (such as being blocked by a rider). Riders are not forced to move sideways to use up PS.

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 movement costs 2PS.

Bumping	Forward ▲	Sideways ◀ ▶
Lead movement	2PS	2PS
Chase movement	---	2PS
Draft movement	---	2PS
Break movement	2PS	2PS

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.
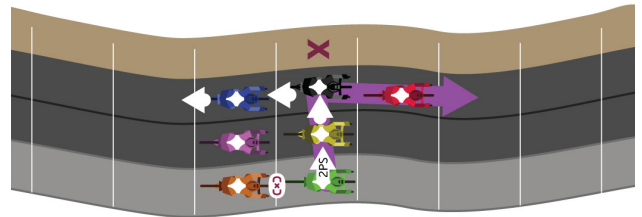
Riders can be bumped sideways, but never onto the road side. It requires a total of 2 PS for Green to bump into the middle lane, which bumps Yellow sideways and Black and Blue backwards.
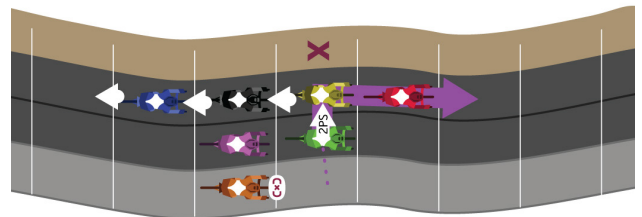
If Green moves sideways once again, they will bump Yellow, Black and Blue backwards again for another 2 PS.
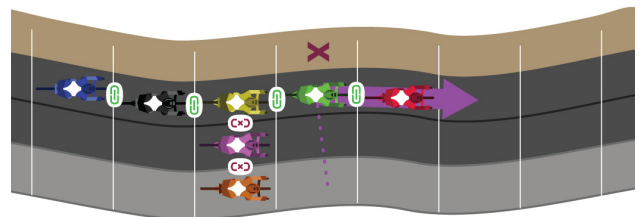
Now green can continue their Draft movement, with a much larger linked line, but they have already sacrificed 4 PS to get into this position. Let's hope it pays off!

Forward bump ♠:

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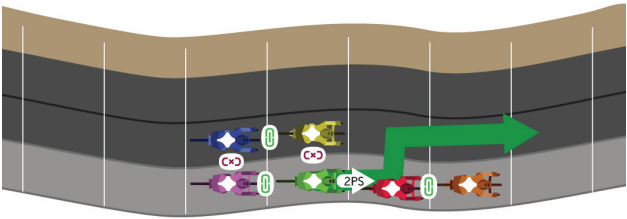
Lead movement and **Break movement** cards should be used for riders with a clear view, because moving against the Action type is costly. Once space is clear, you may continue to move as normal.

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.

Backward movement:

Riders may not move backwards using PS. However, riders may occasionally be moved backwards. Some instances include being bumped backwards by a sideways movement (page 8), rescuing a dropped rider (page 5), or via specific **Event cards** (page 10) or **Tactics card** (page 13).

Diagonal movement:

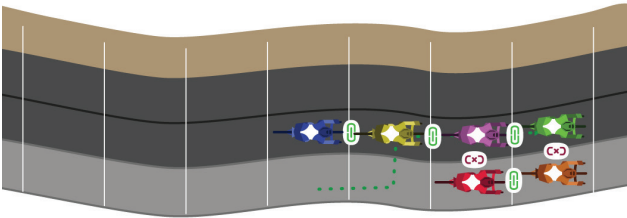This type of movement is generally restricted unless an Action card or **Tactics card** (page 13) has special text that specifies otherwise.

Special text:

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

Standard movement rules:

Lead: Riders are linked behind the activated rider. Linked riders follow sideways moves ⤵. Class ☁ and Fatigue 🅕 modifiers apply. This rider may bump forward, left and right into an occupied space for 2 PS.

Draft: Riders are linked ahead and behind the activated rider. Linked riders **do not** follow sideways moves ⤵. Class ☁ and Fatigue 🅕 modifiers **do not** apply. This rider may bump right and left into an occupied space for 2 PS.

Chase: Riders are linked ahead of the activated rider. Linked riders **do not** follow sideways moves ⤵. Class ☁ and Fatigue 🅕 modifiers apply. This rider may bump right and left into an occupied space for 2 PS.

Break: All riders are unlinked from the activated rider and **do not** follow sideways moves ⤵. Class ☁ and Fatigue 🅕 modifiers apply. This rider may bump forward, right and left into an occupied space for 2 PS.

Wild: Play as any of the 4 movement types. Class ☁ modifiers **do not** apply. Fatigue 🅕 modifiers apply.

	Linked	Follow Sideways	Class Mods	Fatigue Mods	Bump
Lead	Back	O	O	O	2, FRL
Draft	Fore, Back				2, RL
Chase	Fore		O	O	2, RL
Break	None		O	O	2, FRL
Wild	Based on move type	On **Lead**		O	Based on move type

PLAYER MATS
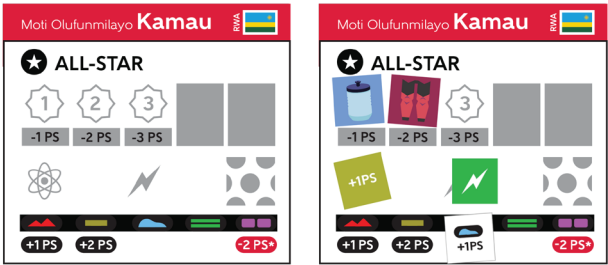
The rider boxes are where players keep track of their stats: fatigue, class bonuses, and Time Bonuses.

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 🅕
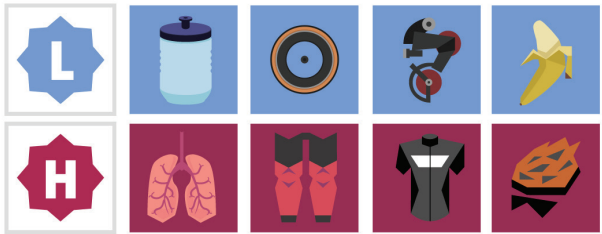
There are only two types of fatigue, but there are multiple images for added flavor.

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 recieved 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 9) on Action, **Event** or **Tactics** cards. If any amount of fatigue is removed, slide all other fatigue to the lowest available slots.

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/long 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 is charted on the Player mat. When a rider receives fatigue, place the token in the fatigue box on the player mat (page 9).

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 mat 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 and potentially link up with another rider for a fighting chance to stay in the race.

Starting with the highest-placed targeted rider, each rider may move forward up to 10 rows and into any space in that row, but may never advance to a better position than the next rider ahead (priority line included).

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.
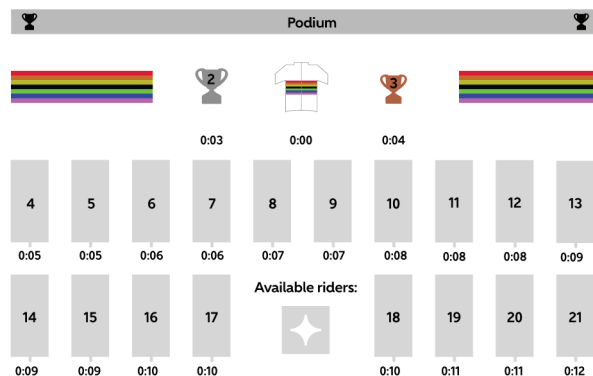
CLASS MODIFIERS

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 modifers 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 modifiers for those terrain types, they must take all modifiers.
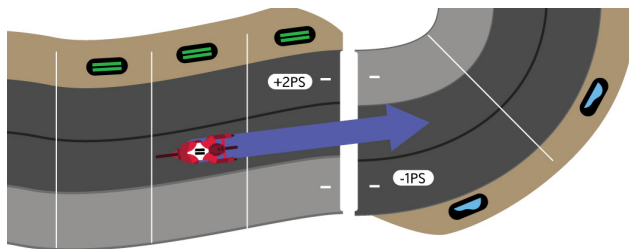
The Sprinter gets +2PS in sprints, but -1PS in the descents. If this Sprinter played an Action card with 6PS, the Sprinter would get +2 PS for starting on the sprint map, and -1PS for passing into the mountains (7 PS total). On the next turn, if the Sprinter starts in the descents, the -1 PS modifier applies again.
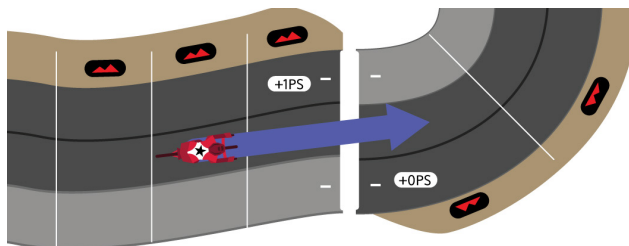
When passing onto a new map section with the same terrain type, the class modifiers only apply once. If this All-Star played an Action card with 6PS, they would get +1 for starting in the mountains, and no second bonus when crossing into the new mountain map section (7 PS total).

Bonus abilities:

Bonus abilities are acquired through specific **Tactics cards** (page 13), 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 7) (unless special text allows).

TIME BONUSES

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 4) takes the corresponding Time Bonus 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 time bonuses a rider can aquire. Time bonuses **can not** be placed or awarded on the Finishing Map tile.

ROAD TILES

Road anatomy:
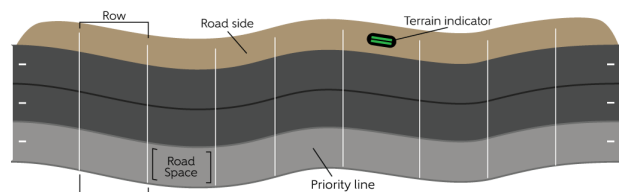
Priority line and priority order:

The priority line is marked in light gray on each map section. It is used to break ties by indicating 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.
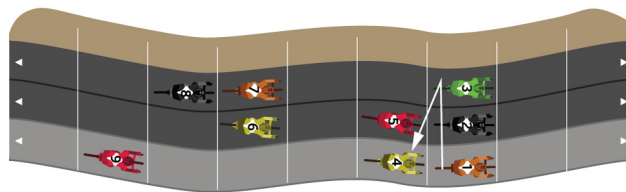
The Orange player is in the row that is furthest ahead and on the priority line. This means they are in first position. The Black and Green player are in the same row, but further away from the priority line, so they sit in position 2 and 3. In the next row, order continues starting once again with the 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.
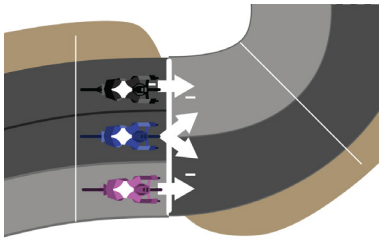
In narrowing lanes, the top rider must move into the top lane, the bottom rider must move into the bottom lane and the middle rider can choose either lane.
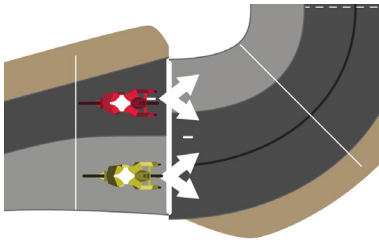

In expanding lanes, the top rider may choose from among the two top-most lanes The bottom rider may choose from among the two bottom-most lanes.

Transitions 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 made the transition to the new lane the current player may choose whether to link those riders with any new rider/linked line or leave them behind.
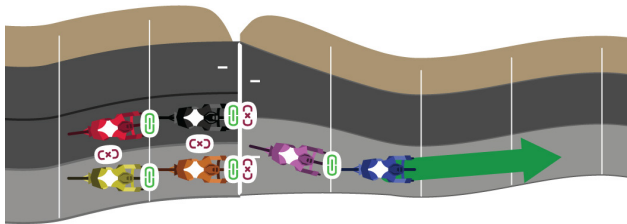
The Blue rider played a Lead movement and will drag the Purple rider with them into the 2-lane road map. They must then choose whether they want to link to the middle lane, or the bottom lane.
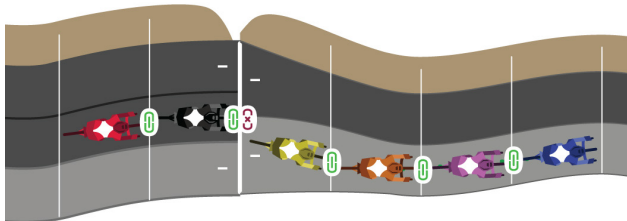

Once the last linked rider has passed the Black rider, they may choose to link with the Black rider's line or leave them behind.

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 has made the transition may you choose to pick up another line.

Transitions during a Chase movement:

When the Activated rider reaches a transition point, that rider may choose to break the forward link and continue forward in the new, transition lane.
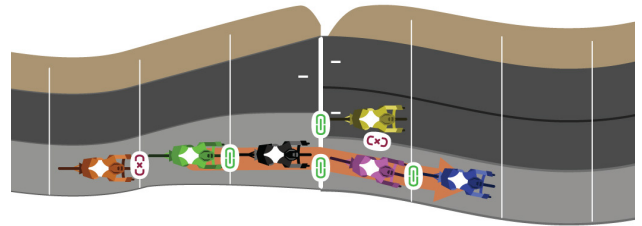
The Green rider wants to stay in the inside lane, but can either push the Black rider into the middle lane or the bottom lane.
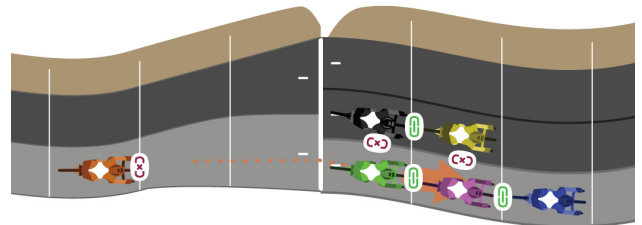
The Green rider pushes the black rider into the middle lane, then continues to push the Blue and Purple rider in the priority line.

Once a player has commited to pushing a line through a transition point, you may not pick and choose which lane each rider enters. Only when the Activated rider has reached the changing point may you transition to a different line.

During Draft movement:

This shares the properties of both types of movement. Like **Chase movement**, when the Activated rider reaches a transition point that rider may choose to chase a new line. And like a **Lead movement**, once the last linked rider makes the transition, the player may choose to link the other riders behind.

Pseudo spaces:

On some map tiles, like the 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 (page 11) is first. The next rider is in the first pseuduo space in the next nearest lane. The third rider would be directly behind the second rider, in the second space, and so on.
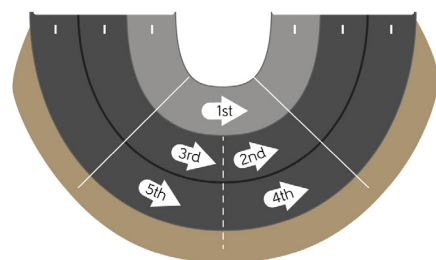
When moving sideways from the priority line into a pseudo-space, the active player may choose either pseudo-space to move into.

TEAM TACTICS EXPANSION

The Team Tactics expansion adds the potential for a 6th and 7th player and also includes **Tactics cards** to be used during medium and long games.

When setting up teams for 6 and 7 players, each team will contain only three riders: (★)   (▲▲)   (II).

TACTICS CARDS

N N N N N N N

Tactics cards offer unique abilities and strategy for each player and can be used regardless of the number of players, but they are intended for Medium and Long games only.

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.

When you set up the game shuffle the **Tactics card** deck and deal out 2 cards to each player. The rest are removed, unseen, from the game. If a player is dealt a **Tactics card** labeled "Initial Tactic," it must be played immediately.

2-PLAYER VARIANT WITH AI

The game is best with 3-7 players, but there is a 2-player variant with an artificial 3rd player (AI) for those days when you're feeling less social.

Choose one Action deck, the matching team, and a second unused team. On the AI player's turn, you will use the second team as an Activation pool to randomly determine which rider is moving.

Remove all the Wild cards from their Action deck.

At the start, 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 a separate Activated pool. Then move the rider on the road with the same symbol.

Moving:

Draw the top card from the AI 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.

Move forward efficiently:

The AI must move forward as efficiently as possible, using up every Pedal Stroke, if possible. The AI should not bump other riders unless it is the only option available for efficient forward movement.

During **Lead** and **Break** movement, the rider may move sideways, if necessary. During **Chase** and **Draft** movement, the AI should never move sideways while they are linked.

Stick together:

Upon activation, if an AI rider is unlinked, they must first use their PS to move into the lane with the next closest rider before beginning forward movement. If they reach the next line, but still have PS to use, they must still continue to use them up as efficiently as possible. With **Lead** and **Break** cards, this may mean unlinking and moving sideways, out of the line again.

Priority is important:

If the Activated rider cannot move forward and there are two equally efficient sideways moves the AI will always choose to move towards the priority line.

Once moved, mark this rider as being activated and apply any fatigue.

Settling AI arguments:

Ultimately if there are any debatable, equally efficient moves, whoever owns the game has final say.

GLOSSARY

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

Available rider: A rider who has not played an Action card in the current Movement 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 add or subtract from Pedal Strokes (PS). Special text and Fatigue modifiers are not Class modifiers.

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

Finishing map tile(s): The final 22 rows.

Grupo Compacto: Found on **Event** cards (page 10). Move specified number of lagging 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 in a better position. 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 linked. Riders on the road side are also not considered linked.

Map tile: Each individual piece of the map.

Movement phase: The time when riders move. After 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 on the map tiles that indicates the best placement of the rider in that row. Used in tie-breaking, the further a rider is from the priority line, the worse their position.

Row: All lateral spaces between two solid white lines. If the row is divided into two pseudo-spaces by a dotted line. Those pseudo-spaces are considered part of one row (page 12).

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: Limits 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:

No. of lines of map tiles	Duration	Fatigue on player mat starts at	Use expansion tactics cards?
Short: 5	60 mins	-1PS	No
Medium: 6-7	90 mins	-2PS	Yes
Long: 8	120 mins	-2PS	Yes

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 5).

2. Resolve an **Event** (page 10) 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/Long games: **Tactics cards** can be played as indicated; otherwise may be played at any time (page 13).

Standard movement rules:

	Linked	Follow Sideways	Class Mods	Fatigue Mods	Bump
Lead	Back	O	O	O	2, FRL
Draft	Fore, Back				2, RL
Chase	Fore		O	O	2, RL
Break	None		O	O	2, FRL
Wild	Based on move type	On **Lead**		O	Based on move type

No diagonal or backwards movement.

Linking/unlinking with transition lanes:

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

Chase - Must choose a lane first, but may chase new line when Activated rider reaches transition point.

Draft - Must choose a lane first, but may chase a new line when Activated rider reaches transition point; may also carry a new line when end of linked line reaches transition point.