

Flamme Rouge - Grand Tour Racing

If you choose to play a grand tour, linking several races in a row, here are our rules for it.

Objective

The purpose of the Grand Tour is to finish all the stages with the most Tour Points (TP). Tour Points represent a mixture of cash prizes, personal objectives and keeping sponsors happy. TP are gained by finishing top 3 in any given stage, as well as top 3 in the general classification at the end of the Tour.

Components

You will need a couple of components.

- A4 print with The Grand Tour tracker seen in the picture below (also see PDF).
- 1 token for the stage track, to check which stage in the tour you have reached. No need to play 6 stages, as little as two can do! It starts on '1'.
- 1 token per player for the Tour Points tracker. They all start on 'zero', and are adjusted as teams gain points.
- 2 tokens per player for the time tracker, one per rider.

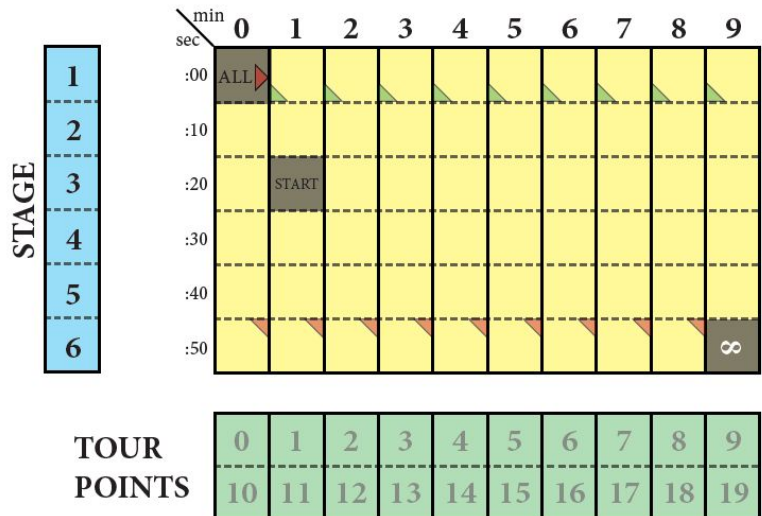
Tour Points

- Top 1/2/3 for each stage earns 3/2/1 TP
- Top 1/2/3 for the General Classification also earns 3/2/1 TP after the last stage in the Tour is over.

General Classification

The rules are:

- When the 1st stage starts, place ALL rider's respective counters on the START square.
- At the end of a round where riders crossed the finish line two things occur:
 - All riders that DIDN'T cross the finish line yet are moved **1 space to the right**.
 - All riders that DID cross THIS turn are moved **1 space up**, for each space after the finish line they reached (1-5 spaces). If they move "off" the top of the board, instead move them to the bottom most square one line left, and keep moving.
- All riders that have crossed the finish line get the same time as the front most rider if they are connected in an unbroken line of riders (no slipstreaming!).
- If you ever reach the bottom most right square, you stop calculating the General Classification for this rider.
- If a rider ever reaches the top most left square ALL riders are immediately moved one space to the right.
- Top 2 of any given stage are furthermore awarded an additional 10 bonus seconds (i.e. one space up).



Thus for any given stage riders will keep losing time until they've crossed the finish line. Though it might look daunting at first, moves to the left/right on the grid simply represent minutes (turns in the game), and up/down represent increments of 10 seconds (or 1/6th of a turn).

Between Stages

- Between stages, riders do not discard all the exhaustion they received in the past stage. Half the exhaustion (rounded down) is put back in the exhaustion deck. I.e. each rider keeps half their exhaustion (rounded up), potentially starting the next stage a little worse for wear.
- At the start of the 2nd stage onwards, teams are placed for start one at a time, starting in reverse order of TP (lowest TP placing first).

Tiebreaks

- Any tiebreaks related to these Grand Tour rules are always decided AGAINST the rider with the best time. Except to determine the actual winner at the end.
- If two riders are ever tied for time, the most recent placing in a race decides the winner.

Special Traits

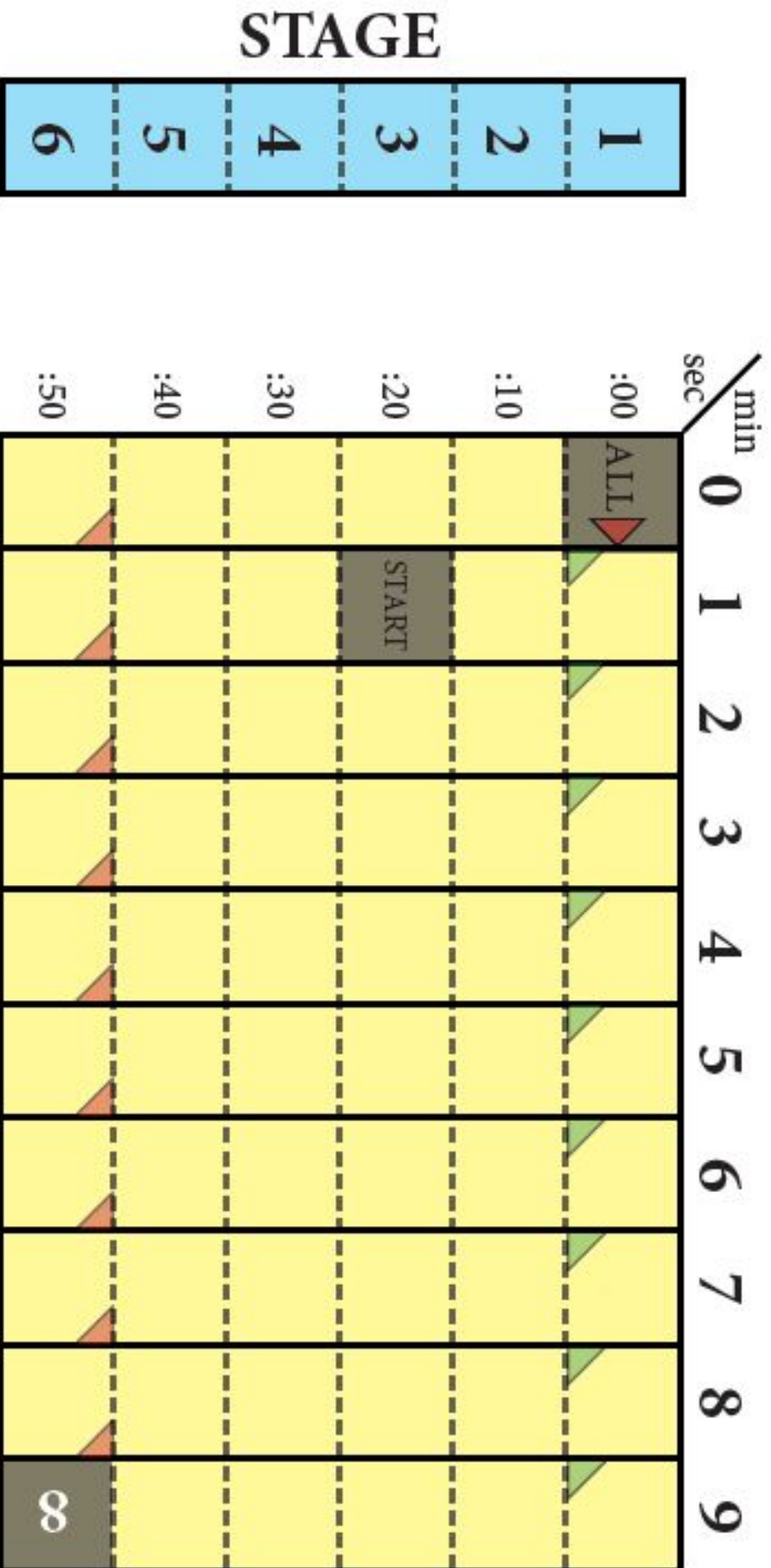
The rules for Special Traits are optional, and not strictly needed for playing a Grand Tour. However they do not add a lot of complexity, but do add a little extra flavour by creating asymmetric teams. If you do play with them you need to print the 9 cards found below.

- Before the 1st stage starts all players secretly draw two special power cards at random. Then they choose one of them and assign it to either their Sprinteur or Rouleur. The other card is discarded.
- If a card says it is one use, then it can be used once per stage. Otherwise the riders keeps the power for the whole tour!

Cooperating

In a Grand Tour it is perfectly ok to share information with your opponents. You're not forced to, nor forced to ever tell the truth, but may even go as far as showing which card you're playing. Alliances across teams are integral to real life cycling. Beware that this MAY lead to some minor kingmaking situations, and if you don't enjoy those, then refrain from adding this rule :-D

*Happy Racing
Asger Harding Granerud
September 2016*



TOUR

POINTS

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |

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|--|---|--|
| <p>The Professor Grand Tour Expansion</p> <hr/> <p>Recycle the rider's entire hand to the bottom of his deck and draw four new cards</p> <hr/> <p>Once per stage Flip after use</p> | <p>The Tashkent Terror Grand Tour Expansion</p> <hr/> <p>Discard 1 exhaustion card from the rider's hand, removing it from the game. Then draw 1 new energy card.</p> <hr/> <p>Once per stage Flip after use</p> | <p>The Cannibal Grand Tour Expansion</p> <hr/> <p>After all cards have been revealed the rider may increase the value of his played card by 1.</p> <hr/> <p>Once per stage Flip after use</p> |
| <p>The Badger Grand Tour Expansion</p> <hr/> <p>After all cards have been revealed the rider may increase the value of his played card by 1.</p> <hr/> <p>Once per stage Flip after use</p> | <p>The Sheriff Grand Tour Expansion</p> <hr/> <p>Between stages when exhaustion cards are discarded, this rider discards an extra one.</p> <hr/> <p>Automatic</p> | <p>Monsieur Chrono Grand Tour Expansion</p> <hr/> <p>When ever this rider plays an exhaustion card, he moves 3 forward rather than 2.</p> <hr/> <p>Automatic</p> |
| <p>TAKING TIME Grand Tour Expansion</p> <hr/> <p>As soon as first rider finishes:</p> <ol style="list-style-type: none"> 1) Move ALL riders that haven't finished, one step RIGHT. 2) Move the riders that finished this turn, one step UP for each square past finish line they reached (groups get best time) 3) 1st and 2nd receive +10 bonus seconds and thus move 1 step UP. <p>Play next turn and repeat steps untill all riders finish.</p> | <p>Il Pirata Grand Tour Expansion</p> <hr/> <p>This rider can move up to 6 squares in a mountain.</p> <hr/> <p>Automatic</p> | <p>Campionissimo Grand Tour Expansion</p> <hr/> <p>Other teams can't slipstream to this rider</p> <hr/> <p>Automatic</p> |