FLAMME ROUGE PELOTON

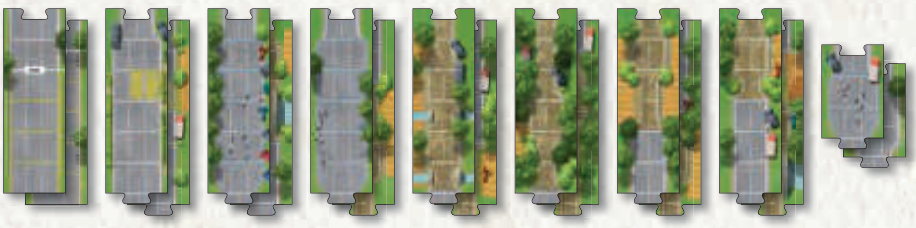
PARIS, MARDI 3 JUILLET 1934 Prix: 2 centimes

Components

- **2 Player Boards** *(1 per color)*
- **106 cards:**
  60 Energy cards: 2 Sprinteur decks *(1 per color)* & 2 Rouleur decks *(1 per color)*
  30 Exhaustion cards: 1 Sprinteur deck & 1 Rouleur deck
  6 Stage cards (one side: 5-6 players, other side: 2-4 players)
  2 Reference cards
  6 Muscle Team cards
  2 Peloton Attack! cards
- **4 Cyclist Models** *(2 per color)*
- **9 Track Tiles** *(double-sided)*



Muscle card Attack! card

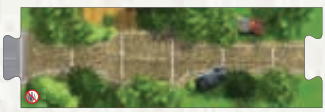


- A rider can move *through* other riders, but *cannot* end their movement on them. If a rider would end his movement on a fully occupied square, he must stop behind it, in the first square with a free lane.
- In this expansion, squares are no longer only 2 lanes wide: a square could be just 1 lane, or up to 3 lanes.



Cobblestones

Cobblestones are Track Tiles that can be used to create narrower single-lane sections in a stage. As with Ascents in the base game, there is no slipstreaming to/from riders on the Cobblestones.



Supply Zones

Supply Zones are Track Tiles that can be used to create wider 3-lane sections in a stage. When you start your turn inside a Supply Zone, your minimum speed is always 4. Slipstreaming rules apply as normal.





Note: *If you have three riders side by side in a Supply Zone, and they slipstream out of the 3-lane section into a narrower section, move the two riders from the rightmost lanes first (the third rider stays in its original square, but it is moved to the rightmost lane). If there was another rider behind these three riders, they stay put because there is still one rider in the square in front of them.*

Breakaway Variant

In this variant, the 2nd tile of the stage (the one after the Start tile) must always be the Breakaway tile (tile #2).
In a 5-6 player game use the 2 side,
if playing with 1-4 players use the 2 side.

All riders set up in the yellow starting area as normal.





Bidding Phase

Before the first round, all players must attempt to send a single rider (their choice) into the breakaway . To do so, there are **two** bidding rounds to determine who breaks away. Each player follows these steps simultaneously:

Choose rider

Choose one of your riders that will attempt to break away.

Draw cards

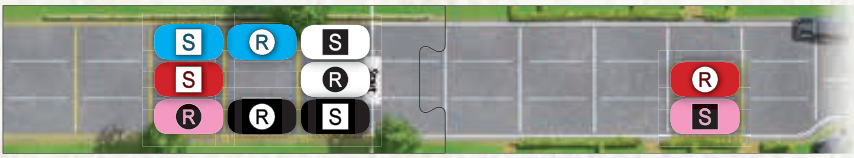
Draw 4 cards from your chosen rider's Energy deck.

Play, Recycle, Reveal

Select 1 of the cards and play it face down next to the matching rider's Energy deck. This card indicates the rider's bid value. Recycle the unplayed cards. Then, turn all played cards face up.

Repeat

After this, repeat steps 2-4 for the second bidding round.



Everyone is ready to start the race after resolving breakaway.

- In a 5-6 player game, the two riders with the highest total of their two played energy cards, go into the breakaway with the player with the highest bid placing first (rightmost lane).
- In a 2-4 player game, only the rider with the highest total of their two played energy cards goes into the breakaway.
- Any tied bids are broken in favor of the backmost rider, i.e. farthest back and leftmost wins the tie.

The played cards of riders who are in the breakaway are out of the game and put back in the box. Those riders also take 2 Exhaustion cards and recycle them. All riders that lost the bid recycle the cards they used to bid with. All riders then shuffle all recycled cards into their decks.

Designing Stages

You can use the pre-built stages included in the expansion, but if you want to design your own, here is some general advice. You may ignore this advice if you wish:

- Try to keep the number of Ascents/Cobblestone sections to 2-3 in total per stage.
- Do not place a Supply Zone tile next to the Finish tile.
- A stage should use 9 straight tiles, and all the sharp and soft turns. Each time you add an expansion tile, you should remove a base game straight tile.
- When designing a 5-6 player stage, add the Bonus tile (tile #9) (do not remove a straight tile when adding this tile) and use both Supply Zones.

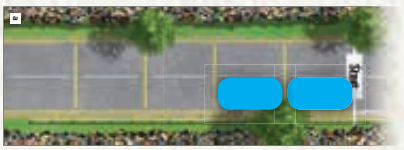
Dummy Teams

There are two types of dummy teams you can add to your game: The Peloton Team and the Muscle Team.

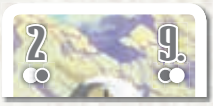


Peloton Team

- There can only be one Peloton Team.
- Take both riders of a single color, and *only the Rouleur deck* of the same color. Add 2 Attack! cards to the Rouleur deck, shuffle it and place it to one side.
- The Peloton team always places its riders in the yellow starting area before human players. Place the riders one in front of the other, as far forward as possible.



- If playing with the Breakaway variant, the Peloton team does not bid for the breakaway.
- In the Movement phase, once the human players have made their choices and flipped their cards, flip one card for the Peloton Team. Move both riders (respecting the normal Movement phase order) the number of spaces shown on the card. If the card flipped is an Attack! card, move the frontmost Peloton Team rider 2 spaces, and the backmost Peloton Team rider 9 spaces.

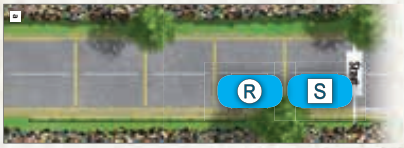


- The Peloton Team never takes Exhaustion cards.



Muscle Team

- There can be multiple Muscle Teams.
- Take both riders of a single color, and their *two decks of the same color*. Add 1 Muscle card to the Sprinteur's deck. Shuffle both decks and place them to one side.
- The Muscle teams always place their riders in the yellow starting area before human players. Place the Sprinteur in front of the Rouleur, as far forward as possible.



- If playing with the Breakaway variant, Muscle teams do not bid for the breakaway.
- Muscle Teams never take Exhaustion cards.
- Once the human players have made their choices and flipped their cards, flip cards for each Muscle Team. Flip the top card of each rider's deck, and move the riders the number of spaces shown as normal.

When playing with both Peloton and Muscle Teams

- Place the Peloton Team first.

Solo Game

If you're playing solo, we recommend adding one Peloton Team and one Muscle Team. Once you've learnt the system, feel free to add additional Muscle Teams as you see fit.

You also start with 3 Exhaustion cards, distributed as you see fit between your two riders. If you want to raise the difficulty level, simply add more starting Exhaustion cards.

The designer's record for winning a stage is starting with 6 Exhaustion cards.

Two Player Variant

If playing a 2-player game with Dummy Teams, we recommend adding a Peloton Team first. If you enjoy it, consider using a Muscle Team instead of, or in addition to, the Peloton Team. If adding several Dummy Teams, let each human player manage a Dummy Team to keep the pace of the game high.

More Than 6 Players

Everyone for themselves!

You are a mixed group of riders that have made it into a breakaway with the last 5-7 km of the race to run. The peloton is far behind, so it can't catch you, but no one has a team member to support them so it is everyone for themselves. Good luck!

This variant can be played with up to 12 players. It is a good variant to use once you have played the main game a few times, as you will learn more about Sprinteur and Rouleur tactics when you have just one rider to manage.



- Do not use the Player Boards.
- The youngest player picks a single rider, and places it in accordance with the starting position rules of the main game. Then continue clockwise until each player has placed a rider.
- Each player takes the appropriate Energy deck for their rider and races with it.
- We recommend using the breakaway variant when playing with more than 6 players. Use the 2 side of the Breakaway tile. Since each player only has one rider, that is the one they select in the Bidding Phase.



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