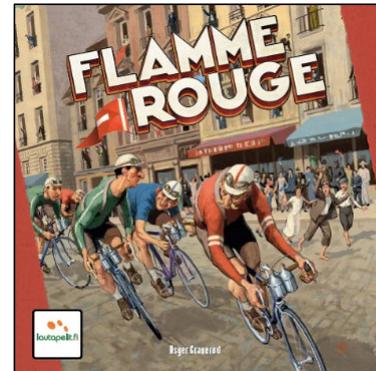


Flamme Rouge player-leaflets

Don't print this - the leaflet starts on next page



It isn't always convenient to pass rules to and fro - even ones as straightforward as those for **Flamme Rouge**, so why not print off a copy for everyone?

The last three pages are not player reminders - they introduce unofficial expansions that people might want to use.

Printing

Leaflets are created at A5 size, which is half of A4 ... **the last page is A4**



The easiest way to print, using A4 paper, may be to slice it in half first, then use it as A5 sheets.

A4 is longer than **letter** size, but not so wide. I have not tried the leaflets out on letter sized paper..

The last two pages could be printed or pasted onto card and used as scoreboards.
There are cut-out 'counters' at the base of the last page.

Fun, popular games available from

FunGames4CasualPlayers.com



[Palm Island](#)

A very small solo game, based on but seventeen cards - an island game that truly does fit into your palm.

[Jekyll vs Hyde](#)

For two players who enjoy the cut and thrust of a trick taking game, this is of incomparable value

[Merchants of Dunhuang](#)

A (*perhaps the best*) four player game set in a medieval market - inexpensive, but very rich in challenge and versatility.

[Maquis](#)

A solo game in which one must achieve two daring missions as a member of the French Resistance - the Maquis.

[Black Sonata](#)

A solo searcher sets out to track down and unmask Shakespeare's "Dark Lady" as she traverses the streets of London. **Much** deductive thinking!

[Mr. Jack](#)

For two players, this game brings head scratching aplenty, and even the occasional fluttering heart - truly!

Asger Harding Granerud (designer)

"I had an early version of the grand tour rules where I didn't allow slipstreaming after the finish line, but I've ditched that entirely for the sake of streamlining."

October 2017 - BGG



Peloton

An expansion for between two and **six players**.

The rules of racing are as in Flamme Rouge.

Some stretches contain road segments that are one or three lanes.

There are 15 more exhaustion cards of both types (Rouleur/Sprinteur).

Breakaway - optional, recommended for 5/6 players

Before the race begins, but after riders have been placed, players must bid to gain advantage by sending one rider into the yellow 'breakaway space'.



They choose which rider. Then draw four energy cards and choose one, placing it face down. Recycle unchosen cards.



Players show their cards for the first bid, then draw another four cards for the same rider and choose one, as before. Then reveal. The two cards' values are summed to determine the bids.

Bid-winning riders are moved forward: if there are two, highest bidder moves first. If bids are tied, the one furthest back is first. If they're in the same road section, the furthest left goes first.



They take two exhaustion cards. Their bid-cards are removed.

Everyone shuffles their energy cards for the rider, and the race begins. The breakaway winners move first.

Supply zones

These road-segments are divided by blue marking lines, with small blue hash marks at the sides (not chevrons). Also, there is a number 4 showing.

When riders start a move from within a supply zone, their minimum speed is 4: even when choosing an energy card of value 2 or 3.

Slipstreaming happens as usual in supply zones.

Going into narrower stretches

If a pack that's three wide can slipstream, but the section in front of them is only two lanes, the two on the right go forward, and the third one moves into the right lane of the three.

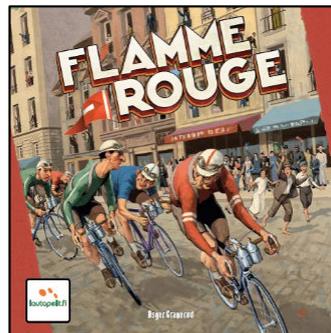
Cobblestones

These stretches sometimes drop down to a one-lane width.



That leads to some squeezing, and perhaps to some swearing.

A rider who **ends** their movement in an cobblestone stretch **cannot** give nor receive slipstreaming.



Flamme Rouge

for two to four **casual** players
... and **Peloton**, for five or six.

Some reminder notes
from

FunGames4CasualPlayers.com



The race is on!

The aim is to get your cyclists across the finishing line first.

If more than one rider crosses the line during a turn, the one who gets furthest wins. If there's still a tie, the one in the right hand lane wins (*they got there first*).

- Allow unfinished riders to go on until all finish if you want to see how everyone fares.

Rounds of play

In each round there are three phases. The reminder cards outline what happens in each.

Lanes and road sections

- Road sections are divided from each other by solid lines across the road.
- In each road section there are lanes (one, two, or three) - each takes one cyclist.
- The primary lane is the **right** one (double lined sides): the first to be filled, and first to move.

Flamme Rouge

This is the red flag that signifies the last kilometre of a stage of the Tour de France.

Rouleur

A rider who goes well on flat and rolling terrain, being able to produce steady, sustained power. They aren't so good at bursts of acceleration.

They have a top speed of 7 and a minimum of 3: and everything in-between.

Sprinteur

They can accelerate quickly and burst forwards explosively.

They have a top speed of 9, along with speeds 2 to 5.

Phase 1 - getting energised

- All players make **energy card** choices at the same time.
- Choose either rider as the first to draw cards for, and take the top four: keep one and lay it **face down** and then choose for the other rider.
- **Recycle** means place unchosen cards face up at the bottom of the energy deck.
- Cards that have been recycled can be looked at freely - but **not** those yet to come.
- If the deck runs out, shuffle the unused cards and continue.
- If you have less cards than four, take as many as you can.
- If you have **no** cards, take an **exhaustion** card and play it in the next phase.

Phase 2 - pedalling like fury

- The front-most rider reveals their energy card, and moves forward the number of sections shown on the energy card.
- If there are two riders in the same section of road, the one in the **right** lane goes first.
- Others follow in order: right lane riders go before left lane.
- Riders can change lanes, but if ending on an **empty** section, must take the right lane.
- Riders can pass others, but not 'land on them'. If the movement would lead a rider to finish on a full section, they must take the first free space behind it.

Mountains ahead - take care!

Optionally, race stages may use the mountains ~ there are both climbs and descents.

Ascents ◀◀◀◀◀◀

Riders who **begin** or **end** their movement in an ascent stretch are limited to a maximum of five road-sections of movement **in total**: no matter what number shows on their energy card.

This restriction may even **prevent** them from being able to enter into an ascent stretch.

A rider who **ends** their movement in an ascent stretch **cannot** give nor receive slipstreaming. If they're in a pack, and the rearmost is on the flat, riders behind the pack **can** slipstream.

Descents ▶▶▶▶▶▶

Slipstreaming can occur as normal.

Riders who **start** their movement on a descent have enough energy to move a **minimum** of five road-sections (*if there's space*), even if their chosen energy card shows less.

Phase 3 - after all those efforts

Energy cards that were just used are removed from the game.

Slipstreaming

This is what happens when the force of the rider in front creates air currents that reduces drag on followers. "Riding the slipstream" is common in all kinds of race and chase sports.

- Slipstreaming begins at the **back** of the race and moves forwards, pack by pack.
- A **pack** is any single cyclist, or any group that has no empty road sections between them, even if they are in different lanes.
- If there is just **one** empty road section (*all tracks empty*) between a pack and the next in front, the pack moves forward one section, in its entirety - all riders in the pack.
- If a pack moves forward to join another, and the newly formed, merged pack is positioned to slipstream, **they all do so**.
- Slipstreaming continues **after** riders cross the finishing line (*Granerud - designer, 2017*).
- Remove finished riders after slipstreaming if you want to play until all riders have crossed the line.



... more phase 3 actions ...

Exhaustion may threaten

Open space ahead may cause exhaustion to set in, either through the demands of staying ahead, or of catching up with packs in front.

- If riders are now confronted by an empty road section (*all tracks empty*) after slipstreaming's done, an **exhaustion** card must be taken.
- There are 30 exhaustion cards of each type (Rouleur/Sprinteur).
- Cards are added face up to the bottom of the rider's energy deck.
- Leading riders always accrue exhaustion cards.
(*As may those who become isolated at the rear of the packs, or at the front of a pack that's got open road between it and the next pack.*)
- Exhaustion cards have an energy value of **only 2**.
- Later, when the energy deck is shuffled and 'recycled', exhaustion may start to take its toll.

Touring onwards ... as many stages as you choose

The game is highly popular, especially amongst cyclists. Their activity on the discussion forums at BoardGameGeek provides much information about playing the game at levels ranging from casual to truly geeky. These items may be a **slight** advance from casual.

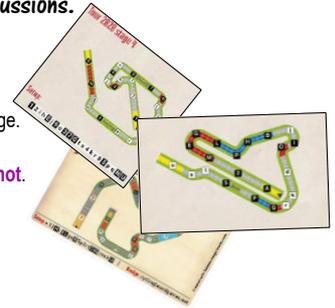
These notes are not official - they're culled from the official rules (2017), with tweaks as suggested in BoardGameGeek discussions.

Exhaustion carries over

Exhaustion that's built up in one stage will matter in the next one.

After each **finish**, half the exhaustion cards still held (*rounded down*) are kept in each rider's energy packs, and will be there as 'handicaps' in the next stage. *Or take note of how many will be needed, and shuffle that many anew into energy decks at the outset.*

All riders who finish in the **first** winning turn with an empty road section in front of them after slipstreaming **receive** an exhaustion card. Later finishers **do not**.



Bonuses & penalties at the finish line

Using the "Times" page - A4 size.

Movements vertically represent 10" (*seconds*) **gains** in time bonus for finishing. Movements right are 1' (*minute*) time **penalties** for not yet finishing.

A - When someone crosses the line at the end of a stage, move them 1 space **vertically** from 'start' for each road-section they reached after the line. If they would move 'off the top', continue moving them upwards, starting afresh from the **bottom** square of the same coloured column - marked with an arrow.

- Slipstreaming can be given or received after riders pass the finish line - if it's not on an ascent.
- All riders within a **pack** with the foremost rider get the same time bonus as does that rider.
- The **first two** riders to finish both get an extra 10" bonus - move them 1 space vertically. (*The rightmost lanes are always first, as usual.*)

B - All riders who have **not** finished move 1 space to the right of "start" ~ or the square they're now in.

C - **** Lastly**, remove cyclists who've crossed the line. Unfinished riders then have further turns until all finish. For each turn in which someone crosses the line, take actions **A** and **B**.

Note - if any rider reaches the top left space, **all** riders are moved 1 space to the right. If any rider reaches bottom right, they are removed from the competition.

Points gained during the whole tour

When they finish each stage, individual riders receive points according to their placing ~ and they accumulate.

First rider home scores 3 Tour Points - 2 for second, and 1 for third. Again, lane-preference goes from right to left, if riders finish in the same road section.

**** Some players award points to every rider, the range depending on how many riders there are: it could be 6, 5, 4, 3, 2, and 1.**

At the end of the tour, additional points are awarded for the best overall times.

Placing one's riders

Drax (*BGG forums*) suggests that in the first stage, **one** rider is placed player-by-player going clockwise from a starter who's randomly selected.

Then the **second** rider is placed by the last chooser, and others follow anticlockwise. The rider at the forefront will move first.

In subsequent stages, the first chooser can be the rider with **least accumulated** tour points, and so on, from least points up to most. If there's a Tour Points tie ... **you** work it out



Times

0' 1' 2' 3' 4' 5' 6' 7' 8' 9'

0''

All step right



- Finished riders move vertically one space from **start** for each road section they've reached after the finish line.
- Slipstreaming is permitted.

10''

- The first two riders each get a 10'' time bonus - rightmost are foremost.

20''



Start

- Non finishers always move one space to the right, from 'start' or the square they're standing on.

30''

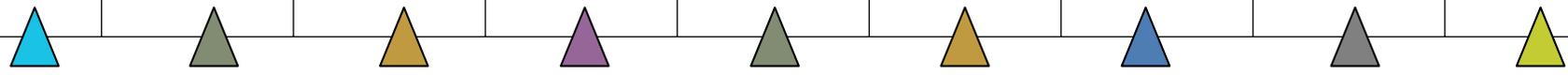
- Repeat, with additional turns until all riders have crossed the line.

40''

- Take a shot of the chart before packing away.

50''

Rider is removed
OUT !



Playing several stages - Tour Points

Tour Points can be registered as riders cross the line.

- The chart shows accumulating Tour Points: based on **finish positions**. Each stage's points can range from 1 for the last to finish, up to x for the first to finish (*x is either 3, or the number of riders, as preferred*).
- There are no ties in finishing, and rightmost lanes always take preference if riders finish on the same section of road.
- As riders finish **each** stage, move the counters to show their accrued points-position.
- At the **end** of the tour, the fastest three overall riders get an additional 3 (fastest), 2, and 1 points.
- Why not take a shot of the chart before packing away?
- Start choices for each stage go in reverse order of Tour Points ~ if that seems sporting and fair.
 - Remember to take account of exhaustion that riders have to carry forward to the next stage.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

