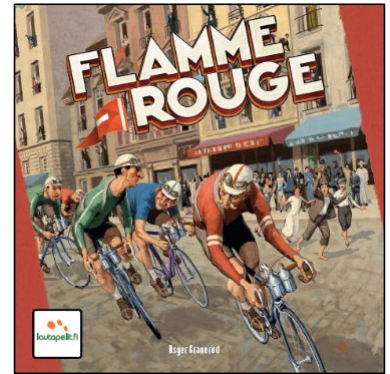# Flamme Rouge player-leaflets

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

Includes Peloton expansion

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?

Printing

Leaflets are created at A5 size, which is half of A4.

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

For up to six players.

The rules of racing are as in Flamme Rouge.

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

Breakaway - recommended for 5/6 players, but optional

After riders have been placed, players must bid to gain advantage by sending one rider into the yellow 'breakaway' area.

First, choose one of the two riders. Then draw four energy cards and choose one, placing it face down. Recycle unchosen cards.

All then show their cards for the first bid, then draw another four cards for the same rider, and choose one: 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 they were bidding for, and the race begins.
The breakaway cyclists 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. *The 4 is not added to their card's value.*

Slipstreaming happens as usual in supply zones.

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.

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 of the three lanes.
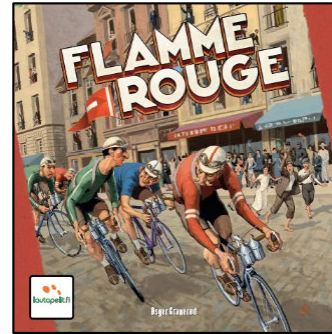
Flamme Rouge

The race is on!

Get your cyclist first across the finish line.

If more than one rider crosses the line, 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

Each round has three phases. Reminder cards outline each phase - *'play' means* lay.

Lanes and road sections

  • Road sections are divided from each other by solid lines across the road.

  • In each road section there are lanes for cyclists (one, two, or three) .

  • The primary lane is the one on the right : the first to be filled, and first to move.

Cyclists – two per player

Cyclist move forward a number of road sections, at speeds determined by the energy cards that are chosen for them.

They move forward the number of road sections shown on the cards.
They can overtake others, but not land on the same space.

Rouleur

This is a rider who goes well on flat and rolling terrain, with steady, sustained power.
Not so good at bursts of extra speed.

Their energy cards give them a top speed of 7 - minimum 3 : and everything in-between.

Sprinteur

They can accelerate and burst forwards.

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

Mountains ahead - take care!

Race routes **may** include mountains ~ with ascents and descents.

Ascents ◄ ◄ ◄ ◄ ◄

Note !!! Riders **beginning** or **ending** their movement in an ascent stretch are limited to a maximum of five road-sections of movement in total. This is so, no matter what number shows on their energy card.

This restriction may even prevent them from entering 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.

Each turn – three phases

Phase 1 - getting energised

- All players choose **energy cards** - at the same time.
- They choose which rider to first draw cards for, and take the top four.
- Keep one and play it face down - unchosen cards go face up at the bottom of the deck.
- Do the same for the other rider.

    Cards that have been recycled may be looked at - but not those yet to come.

    If the energy 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 - pedal like fury

- The front-most rider reveals their card, and moves the number of sections shown.
- 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 always 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 road-section that's full, they must take the first free space behind it.

Phase 3 - after all that effort

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

Slipstreaming

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

Yet more phase 3 action ... exhaustion may threaten

Open space ahead of a rider will cause exhaustion to set in.

Staying ahead and setting the pace is demanding, as is the need to expend extra energy to catch 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.
- Cards are added face up to the bottom of the cyclist's energy deck.
- Leading riders always accrue exhaustion cards.
  (As may those 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.