

Rulebook -  
now in  
full color!

FLAMME  
ROUGE

GRANDTOUR

2-6 players  
45-60 min  
age 12+

Rédacteur en chef: Asger Harding Granerud

PARIS, JEUDI 4 JUILLET 1935

Prix: 3 centimes

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## Introduction

Flamme Rouge - Grand Tour, introduces a campaign mode to Flamme Rouge. Now you can play campaigns consisting of multiple stages, varying from short 3-stage Tours all the way up to full 21-stage Grand Tours!

In addition to the campaign mode, this expansion also includes 4 new track tiles, special stages, and specialist riders that allow you to customize your decks. Each of these additions can be used in both single-stage races and in the campaign mode.

## Components

### • 4 Track Tiles



2 Roundabouts



1 Wide Finish



1 Sharp Corner

### • 1 Timing Tile



### • 1 Pad of Player Sheets

Player	Team	Date
Stage		
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12
13	13	13
14	14	14
15	15	15
16	16	16
17	17	17
18	18	18
19	19	19
20	20	20
21	21	21

### • 40 Tokens



3 Major  
Shirt tokens



3 Podium tokens



31 Time tokens



1 Refresh token



• 3 Jerseys

### • 6 Resealable bags

### • 128 Cards

24 Specialist  
Overview cards



6  
Sprinteur  
specialists  
(in two colors)

80 Specialist Energy  
cards



Sprinteur  
deck

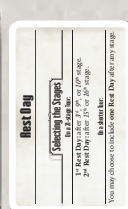
Rouleur  
deck

### • 1 Pad of Tour Sheets

Tour	Date
Stage	
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21



21  
Stage  
cards



2  
Rest  
cards



1  
Reference  
card



Photo: Ossi Hiekkala

\* FACT: Sprinteur and Rouleur are French terms used universally in the cycling world, thus utilized in this edition for thematic reasons.



# PLAYING A TOUR

## Overview

As a player in Flamme Rouge – Grand Tour, you are not only playing both riders, but also the team manager, who must worry about money, sponsorships, and much more. In this Grand Tour expansion, we have abstracted all that money, all the TV exposure, and all the prestige into a single term called Tour Points (TP), to help us find an overall winner once the Tour is over.

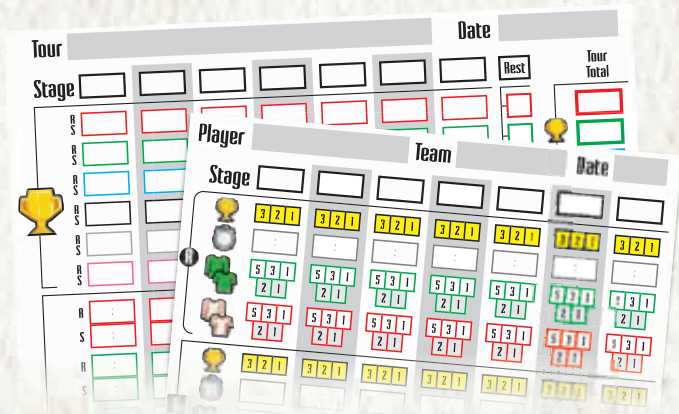
**Note:** Tour Points are not designed to accurately represent reality, but to create as interesting a gaming experience as possible.

A Tour is a Flamme Rouge campaign mode that consists of 3–21 consecutive stages. Winning a single stage is not enough anymore! Players now gain Tour Points (TP) from podium finishes. In addition, some of the Exhaustion cards riders gain will stay in their decks and carry over to the next stage. This means that the riders will get more and more exhausted as the Tour progresses, so skillful card play is now even more important than before. After a predetermined number of stages have been played, and the End of Tour bonus points have been awarded, the team that has collected the most Tour Points is declared the winner!

Here we explain the additional rules required for playing a **basic Tour**. All the rules of Flamme Rouge base game still apply as usual. Once you are familiar with the rules of the basic Tour, you may include the additional rules for Specialist Riders (see page 12) and Special Stages (see page 14).

## Setting Up a Tour

- Set the **Time tokens** aside as a common supply.
- Set the 3 **Jerseys** aside for now. You won't need them until the end of the first stage.
- Return the **Refresh token** and the **Specialist cards** to the box. They are not needed in a basic Tour.
- If you are starting a new Tour, give each player a **Player Sheet**. Choose one player to act as the Scorekeeper and give them a **Tour Sheet**.




- If you are continuing your Tour from a previous session instead, give each player their team's **resealable bag**. The bags contain their Player Sheets, Energy decks (including any Exhaustion cards carried over from previous stages), and any Jerseys they were awarded. Give the Scorekeeper the Tour Sheet from your previous session.





## Selecting the Stages

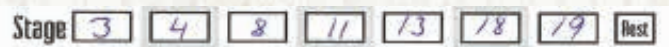
On your first play, we recommend choosing the 7-stage **basic Tour** , consisting of stages **3, 4, 8, 11, 13, 18, and 19** in this order. All Stage cards are double-sided: with 2–4 players, the basic Tour does not require the Peloton expansion. With 5–6 players, the Peloton expansion is always required, regardless of which Tour or stage is being played. Whenever a stage includes any tiles from Peloton, the corresponding Peloton rules apply.

Once you are familiar with the new rules and using the Player Sheets and Tour Sheets, you may also create your own set of stages. Choose any set of at least 3 stages, and play them in any order.

**Note:** Stages 1, 5, 10, 15, and 20 require additional Special Stages rules (see page 14).

When you are feeling really confident, try the full 21-stage Grand Tour and play all 21 stages in numerical order. The Grand Tour requires the Peloton expansion.

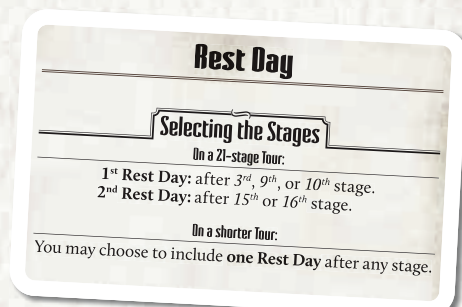
After you have chosen which stages are going to be part of the Tour, stack the chosen Stage cards together to form a Tour Deck. Return any remaining Stage cards to the box. Then, the Scorekeeper marks the stages of your Tour Deck at the top of the Tour Sheet.



**Example:** The stages of a basic Tour marked on the Tour Sheet.

### Optional rule: REST DAYS

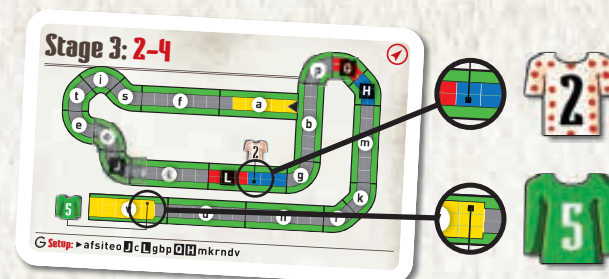
- Rest Days add an additional way of removing Exhaustion cards from riders' decks (see Preparing for Next Stage on page 6).
- If you are playing a 21-stage Grand Tour, we recommend adding 2 Rest Days in your Tour Deck between stages: The first after the 3<sup>rd</sup>, 9<sup>th</sup>, or 10<sup>th</sup> stage, and the second after the 15<sup>th</sup> or 16<sup>th</sup> stage.
- If you are playing a shorter Tour, you may choose to add exactly 1 Rest Day.
- The Scorekeeper marks the location(s) of the Rest Day(s) at the top of the Tour Sheet(s), for example by drawing a checkmark or vertical line after the corresponding stage(s).







## Setting up a Stage

Take the next Stage card from your Tour Deck and set up that stage as per the Flamme Rouge base game rules, with the following additions:

Place the **Major and Minor tokens** in piles on the stage, next to the squares shown on the Stage card. The pile of Major tokens consists of three tokens with values 5/3/1, with 5 on top of the pile. The pile of Minor tokens consists of two tokens with values 2/1, with 2 on top of the pile. All tokens are double-sided: the green side is used for sprints, and the polka dot side is used for mountains (Ascents). Check the Stage card to see which side up the piles should be placed.



Replace the base game's Finish tile  with the new **Wide Finish tile** . Place the **Timing tile** next to the Finish tile so that the Finish lines match. For a flatland Finish  use the side with six values. For an Ascent Finish  use the side showing five values.



Place the three **Podium tokens** on their respective spaces on the Timing tile. **For the 1<sup>st</sup> stage**, randomly determine who places their team first in the yellow grid on the Start tile.

**From the 2<sup>nd</sup> stage onwards**, whichever player has collected the least TP places their team first. If tied, the player with the best placed rider in the General Classification (lowest total time) loses the tie.



# PLAYING A TOUR *continued*

## Playing a Stage

Use all the rules of Flamme Rouge base game and the two points below:

1. When a rider enters into, or passes, a square that has a Major or Minor token pile next to it, they take the most valuable token from the pile and place it next to their rider deck. If several riders reach or pass the same token pile on the same round, whichever rider is furthest ahead at the end of that round takes the most valuable token, the second furthest takes the second most valuable token, and so on.



**Important:** Tokens are always collected by riders, not players. Make sure to store collected tokens in such a way that you always know which rider collected them.

**Note:** The values on Major and Minor tokens are NOT Tour Points! They are used only for improving your standings in the Sprint and Mountain Classifications, which are checked during Preparing for Next Stage and End of Tour.

2. In the End Phase, during step “1. Remove played cards”, return all played Exhaustion cards to their respective Exhaustion decks. Place all played Energy cards aside so that they can be easily returned to the riders’ decks after the stage has ended.

## End of a Stage

*Cycling at its heart is a team sport, and in a real life Grand Tour there are always multiple winners. Each stage has its own winner, but each day the different Jerseys are also awarded to whichever rider is leading the corresponding Classification. This is part of what makes stage race cycling so great, there are always lots of races within the overall race. The Flamme Rouge Grand Tour is much the same.*

At the end of each stage, finish times are calculated for all riders. When a rider crosses the Finish line, the player marks its finish time and any tokens collected on their Player Sheet. After all riders have crossed the Finish line, the Scorekeeper combines everyone’s personal results from this stage into new cumulative totals and marks them on the Tour Sheet.

## Stage Podiums

Tour Points are primarily awarded by winning stages. Winning a stage is determined the same way as in the base game. At the end of each stage, the first 3 riders who cross the Finish line are immediately awarded Podium tokens: the winner gets the 3 TP token, the second gets the 2 TP token, and the third gets the 1 TP token.

## Calculating Time and Assigning Exhaustion

At the end of the first round on which at least one rider crosses the Finish line, complete the following steps in order:

1. Apply slipstreaming normally. This may result into more riders crossing the Finish line.

**Note:** On the Ascent Finish tile **V**, all 6 squares are Ascent, so no slipstream is given there.

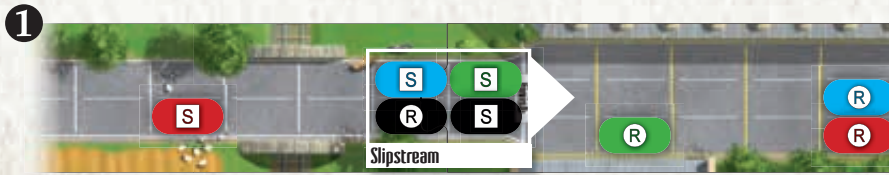
2. The rider who moved **furthest across the Finish line** marks the **seconds** of their finish time on their Player Sheet, as shown on the **Timing tile next to the square** the rider is on. All riders who **have crossed** the Finish line and are in the **same pack** as this rider mark the same seconds for their finish times.
3. All other riders that **have crossed** the Finish line this round and are **not** in the same pack as the stage winner, get the same time as the frontmost rider of **their respective packs**. The frontmost rider’s time is determined the same way as in step 2.
4. All riders that have **not crossed** the Finish line yet **take a 1 minute Time token**, regardless of whether there are other riders in the square in front of them.
5. **Assign Exhaustion** cards: All riders that have **not crossed** the Finish line take and recycle an Exhaustion card if they have an empty square in front of them. Riders that **have crossed** the Finish line **do not** take Exhaustion cards.
6. Remove from the track all riders that **have crossed** the Finish line (do not forget to award Podium tokens to the first 3 riders of the stage).

All riders who have **not crossed** the Finish line continue playing new rounds and repeating all of these steps until all riders have crossed the Finish line. When finishing the stage, each rider marks the total value of their Time tokens as **minutes** on their Player Sheet.





# PLAYING A TOUR continued



**Example:** All players have played their cards and moved.



One round later, the rest of the riders have crossed the Finish line. All of them get +20 seconds **4**, as shown on the Timing tile. Since all of them have 1 Time token, they all mark their Finish times as 1:20, and the stage has now ended.



After slipstreaming is applied, **R**, **R**, **R**, **S**, and **S** have now crossed the Finish line. **R** wins the stage and gets **1**, **R** is 2<sup>nd</sup> and gets **2**, and **R** is 3<sup>rd</sup> and gets **3**. **R** and **R** get +0 seconds, as shown on the Timing tile **1**. **R**, **S**, and **S** get +30 seconds **2**. **R**, **S**, and **S** have not crossed the Finish line, so each of them gets a 1 minute Time token **3**. **S** takes an Exhaustion card. **R** and **S** do not get Exhaustion because the square in front of them is not empty. The riders who have crossed the Finish line do not get Exhaustion either. **R**, **R**, **R**, **S**, and **S** are removed from the track. **R**, **S**, and **S** continue playing.

## Updating the Player Sheets and the Tour Sheet

After all riders have crossed the Finish line and players have marked the finish times on their Player Sheets, they also mark any Podium, Major, and Minor tokens collected.

**Example:** In the previous example, **R** won stage 3 **1** with a finish time of 0:00 and earned the highest Podium token **1**, worth 3 Tour Points. In stage 3, the Major tokens were green side up on the first square after the Finish line, so **R** also earned the highest green Major token **1**, worth 5 Sprint points. Their teammate **S** finished one round later with a finish time of 1:20. Let's assume **S** managed to collect the lowest Minor token **1**, worth 1 Mountain point.

Then, in stage 4 **2**, **R** did not quite manage to keep up their pace and finished two rounds later than the winner, with a finish time of 2:10. Luckily they had a strong start and they were the first to reach the Minor tokens on tile **L**, earning them the higher Minor token **2**, worth 2 Mountain points. Their teammate **S** finished 2<sup>nd</sup> with a finish time of 0:30 earning the Podium token **2** worth 2 Tour Points, and the Major token **2** worth 3 Mountain points.

After each stage, the Scorekeeper updates each player's **cumulative** totals on the Tour Sheet. All Time, Podium, Major, and Minor tokens can then be set aside for the next stage.

**Example:** For simplicity's sake, only the **Red** team's results are shown. The Scorekeeper marks each team's results on the same Tour Sheet in a similar fashion.

In stage 3, **R** earned 3 TP from Podium tokens. In stage 4, **S** earned 2 TP. Tour Points for **both** riders are **combined**, so after stage 4, the **Red** team has a total of 5 TP. The Scorekeeper marks this new cumulative total in the second column of the Tour Sheet **3**.

All other results are marked **separately for each rider**. **R**'s finish time was 0:00 in stage 3 and 2:10 in stage 4, so their new cumulative total time is 2:10. Similarly, **S**'s times were 1:20 and 0:30, so their cumulative total time is now 1:50 **4**.

**R** collected 5 Sprint points in stage 3 and **S** collected none. Both of them collected 0 Sprint points in stage 4, so their totals remain unchanged **5**.

**R** collected 0 Mountain points on stage 3, and 2 in stage 4, so their new total is 2. **S** collected 1 and 3 Mountain points respectively, so their new total is 4 **6**.

**Note:** If your Tour is longer than 7 stages, you will need a new Tour Sheet after the 8<sup>th</sup> and 15<sup>th</sup> stages. In this case, the cumulative totals of the 8<sup>th</sup> or 15<sup>th</sup> stage should be marked in the first column of the new Tour Sheet. So for a full 21-stage Grand Tour, you would need exactly 3 Tour Sheets.

For a more detailed view of different parts of the Sheets, see page 8.

Player	Team	Red	Blue
Stage	3	4	
1	0:00	2:10	
2	1:20	0:30	
3	0:00	2:10	
4	1:20	0:30	
5	0:00	2:10	
6	1:20	0:30	
7	0:00	2:10	
8	1:20	0:30	
9	0:00	2:10	
10	1:20	0:30	
11	0:00	2:10	
12	1:20	0:30	
13	0:00	2:10	
14	1:20	0:30	
15	0:00	2:10	
16	1:20	0:30	
17	0:00	2:10	
18	1:20	0:30	
19	0:00	2:10	
20	1:20	0:30	
21	0:00	2:10	



Preparing for the Next Stage

After the current stage has ended and all results have been recorded on the Sheets, resolve these steps in order:




1. Discard Exhaustion Cards

Between stages, each rider returns half of their Exhaustion cards (rounded down) from their deck to the Exhaustion decks. Note that any played Exhaustion cards were already returned to the Exhaustion decks during the stage, so they are not included in this count.

Then, all Energy cards played during the stage are returned to the riders' decks.

2. Award Jerseys

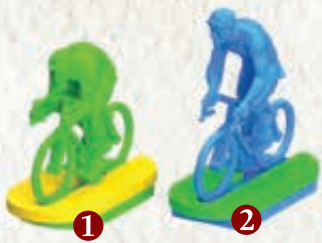
The Scorekeeper checks the new cumulative totals from the Tour Sheet, and Jerseys are awarded accordingly:

- **General Classification (GC):** The rider with the **lowest total time** becomes the new **Yellow Jersey** holder. 
- **Sprint Classification (SC):** The rider with the **most Sprint points** becomes the new **Green Jersey** holder. 
- **Mountain Classification (MC):** The rider with the **most Mountain points** becomes the new **Polka Dot Jersey** holder. 

Award the corresponding Jerseys to these riders, to easily keep track of which rider is leading each of the Classifications.

**Important:** A rider can only ever wear one Jersey, even if they are leading more than one Classification. The order of priority is GC, SC, then MC. In the lower-priority Classification, the next best rider receives the Jersey instead.

**Example:** *R* is leading the GC and receives the Yellow Jersey ①. *R* and *S* are tied for SC. Since *R* is already wearing a more important Jersey, *S* receives the Green Jersey ② for SC.



Tiebreaks

During steps 2 and 3, if a Classification is tied, the tie is won by the rider who crossed the Finish line first on the most recent stage.

3. Rest Days

On a Rest Day, resolve these two additional steps:

- The riders leading the GC, SC, and MC gain **1 Tour Point** each, which is immediately marked on the Tour Sheet. This represents the extra media attention given to the different leaders on Rest Days, with lots of interviews lined up. If the same rider is leading several Classifications, they receive TP for each of them.

Stage	3	4	8	11	13	18	19	Rest
	1	2	5	5	5	6	8	1

**Example:** You have added a Rest Day between stages 8 and 11, as shown by the vertical line. After stage 8 has ended, mark the Rest Day TP in the column to the right of the stage columns ①. If your Tour has already lasted longer than 7 stages, check the Rest Day TP from your previous Tour Sheet and mark the cumulative values on the current Tour Sheet.

- All riders, except the Classification leaders, carry out the Discard Exhaustion Cards step a second time. This represents these riders using the Rest Day to recover.

4. Start the Next Stage or Save the Campaign

If you are ready to continue right away, take the next Stage card from your Tour Deck and set up that stage as shown on page 3.

If you wish to continue another time instead, give each player a resealable bag for storing their team assets. Each player places their Energy decks, Specialist cards (when using Specialist Riders, see page 12), Player Sheet, and any Jerseys earned in their team's bag. If there are any Exhaustion cards left in the rider decks, those must be included in the bag.



PLAYING A TOUR continued

End of Tour

After all stages of the Tour have been completed, make sure that all Player Sheets and the Tour Sheet have been updated. Then, Bonus Tour Points are awarded to players based on the various Classifications.

**Note:** If your Tour is longer than 7 stages, Bonus TP is awarded based on the last Tour Sheet only.

General Classification and Team Classification

These two competitions award TP to the riders and teams with the lowest total time on the Tour.

- General Classification:** TP is awarded to the riders with the lowest total time on the Tour.
- Team Classification:** TP is awarded to the team with the lowest total time of their two riders combined.

Sprint Classification and Mountain Classification

These Classifications work similarly to the General Classification, awarding TP to the riders that collected Major and Minor tokens during the Tour.

- Sprint Classification:** TP is awarded to the riders with the most Sprint points collected on the Tour.
- Mountain Classification:** TP is awarded to the riders with the most Mountain points collected on the Tour.

The number of riders and teams receiving TP, and the number of TP awarded depends on the length of the Tour, according to the table below.

Classifications	3-7 Stages *	8-14 Stages	15-21 Stages
General Classification (GC)	3/2/1	4/3/2/1	5/4/3/2/1
Team Classification (TC)	1	2/1	3/2/1
Sprint Classification (SC)	2/1	3/2/1	4/3/2/1
Mountain Classification (MC)	2/1	3/2/1	4/3/2/1

\* In a 2-player game, use the 3-7 Stages column, regardless of the number of stages.

Winning the Tour

After the Tour Points for the Classifications have been awarded and marked on the Tour Sheet, the Tour ends. The Scorekeeper now calculates the final scores as follows:

TP from Podium tokens + TP from Classifications + TP from Rest Days.

The player whose team has collected the most TP is declared the winner.

Tiebreaks

All ties regarding Classifications or winning the Tour are won by the rider (or team) who crossed the Finish line first in the most recent stage.

**Example:** You played a 7-stage basic Tour with 4 players. **R** had the lowest total time of 7 minutes and 0 seconds, so the **Green** team receives 3 TP from the General Classification **1**. **R** and **S** had the second and third lowest total times, giving their team 2 TP and 1 TP respectively **2**. The **Blue** team also had the lowest total time of their two riders combined (14 minutes and 30 seconds), so the **Blue** team receives 1 TP from the Team Classification **3**. **R** had the most Sprint points, so the **Green** team receives 2 TP from the Sprint Classification **4**. **S** had the second most, so the **Red** team receives 1 TP **5**. In a similar way, the **Black** team receives 2 TP from the Mountain Classification **6**, and the **Red** team receives receives 1 TP **7**. The **Red** team earned 10 TP from Podium tokens **8**, 1 TP from the Sprint Classification, and 1 TP from the Mountain Classification, so their final score is 12 TP **9**. The **Green** team earned 11 TP from Podium tokens, 3 TP from the General Classification, and 2 TP from the Sprint Classification. The Tour also included one Rest Day, on which the **Green** team earned 2 TP **10**, so the **Green** team has a final score of 18 TP. The **Blue** team earned 12 TP from Podium tokens, 3 TP from the General Classification, and 1 TP from the Team Classification, for a final score of 16 TP. The **Black** team earned 9 TP from Podium tokens, 2 TP from the Mountain Classification, and 1 TP from the Rest Day, for a total of 12 TP. **Green** wins the Tour, and **Blue** finishes in second place. **Red** and **Black** are tied with 12 TP, so whichever of them crossed the Finish line first on the last stage wins the tie and finishes in third place of the Tour.

Tour	Date	Rest	Hour	Total
19				12
10				18
11				16
12				12
9				
7:30				15:50
8:20				
7:00				15:20
9:20				
7:10				14:30
7:20				
9:30				17:00
7:30				
3				
6				
7				
1				
5				
3				
0				
2				
10				
1				
2				
5				
8				
9				
13				
9				



# PLAYING A TOUR continued

## Player & Tour Sheets in Detail

On their Player Sheet, each player marks the finish times and tokens their riders earned from the **current stage**. Rouleur's results are marked on the top half of the sheet and Sprinteur's results are marked on the bottom half.

On the Tour Sheet, the Scorekeeper marks the **cumulative results** of each team after each stage.

The cumulative results on the Tour Sheet form various Classifications that are used between stages for awarding Jerseys (see Preparing for the Next Stage on page 6), and at the end of the Tour for awarding Bonus Tour Points (see End of Tour on page 7).

Player Sheet details:

- Stage Card used**: Points to the Stage field.
- Podium tokens collected (Tour Points)**: Points to the Podium tokens field.
- Finish time (minutes:seconds)\***: Points to the Finish time field.
- Rouleur's results**: Points to the top half of the results table.
- Sprinteur's results**: Points to the bottom half of the results table.
- Sprint points**: Points to the Sprint points field.
- Mountain points**: Points to the Mountain points field.
- Major tokens collected**: Points to the Major tokens field.
- Minor tokens collected**: Points to the Minor tokens field.
- Current stage**: Points to the Stage field.

\* Minutes equal the total value of Time tokens collected. Seconds are marked as shown on the Timing tile (see End of a Stage for details).

Tour Sheet details:

- Stage Card used**: Points to the Stage field.
- Each team has four sets of rows in its own color**: Points to the team rows.
- Cumulative Tour Points from Podium tokens (Rouleur and Sprinteur combined)**: Points to the Podium tokens field.
- Cumulative Total Time (Rouleur and Sprinteur separately) Note: 1 minute = 60 seconds.**: Points to the Total Time field.
- The rider leading this General Classification (GC) is awarded the Yellow Jersey.**: Points to the Yellow Jersey field.
- Cumulative Sprint points (Rouleur and Sprinteur separately)**: Points to the Sprint points field.
- The rider leading this Sprint Classification (SC) is awarded the Green Jersey.**: Points to the Green Jersey field.
- Cumulative Mountain points (Rouleur and Sprinteur separately)**: Points to the Mountain points field.
- The rider leading this Mountain Classification (MC) is awarded the Polka Dot Jersey.**: Points to the Polka Dot Jersey field.
- Cumulative Tour Points from Rest Days (Rouleur and Sprinteur combined)**: Points to the Rest field.
- Each team's total Tour Points at the end of the Tour**: Points to the Tour Total field.
- Total Tour Points =**: Points to the Total Tour Points field.
- Bonus Tour Points awarded at the end of the Tour**: Points to the Bonus field.
- If your Tour is longer than 7 stages, use these on the last Tour Sheet only.**: Points to the Bonus field.
- 1 Bonus Tour Points from the General Classification (GC) are awarded to riders with the lowest total times on the Tour.**: Points to the Bonus field.
- 2 Bonus Tour Points from the Team Classification (TC) are awarded to teams with the lowest total times of their two riders combined.**: Points to the Bonus field.
- 3 Bonus Tour Points from the Sprint Classification (SC) are awarded to riders with the most sprint points collected on the Tour.**: Points to the Bonus field.
- 4 Bonus Tour Points from the Mountain Classification (MC) are awarded to riders with the most mountain points collected on the Tour.**: Points to the Bonus field.

The Sheets are downloadable at:  
[en.lautapelit.fi/product/46155/](http://en.lautapelit.fi/product/46155/)





# MODULE: NEW TRACK TILES

## Wide finish **v/v**

Whenever you play Tours, or any 5–6 player single-stage races (using the Flamme Rouge – Peloton expansion), replace the regular Finish tile **u/U** with the Wide Finish tile **v/V**. This adds more lanes beyond the Finish line, so the riders fit there more easily.

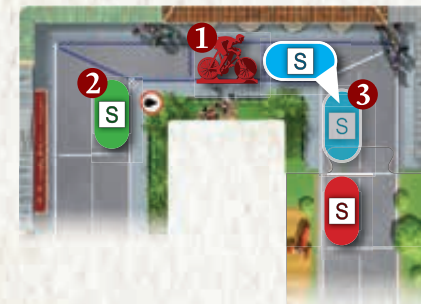


## Sharp Corners **z/z**

A rider that ends their movement on the squares marked with a wavy blue line and has lost 1 or more squares of movement due to being blocked by other riders, must resolve a crash. (This effect is similar to Wet weather **o** from the Flamme Rouge – Meteo expansion.)



**Example 1:** **R** moves first (energy value 5). They move through the squares containing other riders as usual.  
**S** moves next (energy value 3). This would end their movement on a fully occupied square, and the rider is therefore placed in the square behind. Because that square is on the blue squares of the Sharp Corners tile, the rider crashes.  
 Finally, **S** moves (energy value 9). They cannot move the full amount because the square with the crashed rider is completely blocked. They move only 2 squares. That square is **not** on the blue squares of the Sharp Corners tile, so the rider does **not** crash.



**Example 2:** On the next round, **S** did not manage to move away from the blue squares, and another rider crashed behind them **1**. **S 2** does **not** receive slipstreaming from the crashed rider. **S** receives slipstreaming as usual but the crashed rider does **not**. Therefore only **S** slipstreams forward **3**, and the crashed rider stays in place.

**Crashes:** As per the base game, if a rider would end their movement on a fully occupied square, they must stop behind it, in the first square with a free lane. However, if the square that they stop on is on the blue squares of the Sharp Corners tile **z/Z**, that rider crashes. Lay them down on their side, ensuring that they still occupy the same lane as before.



- No slipstreaming can happen to or from a square that has a crashed rider in one or more of its lanes.
- If **each** of the lanes in a square has a crashed rider in it, the whole square is blocked. A rider that would normally move **through** the blocked square is instead placed in the closest free lane behind it. If the square they end in is also on the blue squares of the Sharp Corners tile, that rider crashes too.
- On the next round, when the rider moves: stand the rider up and subtract 2 from the value of the card played. If the card played was of value 2 (an Exhaustion card for example), the rider would stand up and not otherwise move.



## MODULE: NEW TRACK TILES continued

### Roundabouts x y/x y

A Roundabout starts with three 2-lane squares, and then splits into two separate lanes: the inner lane has three 1-lane squares and the outer lane has five 1-lane squares. This split affects movement, slipstreaming, and exhaustion in special ways that are explained in the following examples.

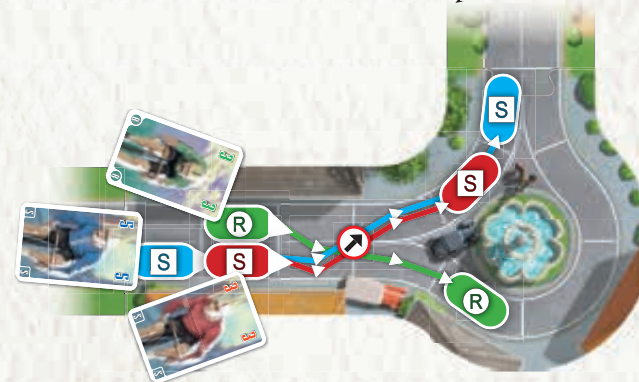
When arriving at the area where the lanes split, a rider who ends their movement **must** be placed on the **inner** lane if possible. To remind you of this rule, on the left-facing Roundabouts x y the double line  moves from the rightmost (outer) lane to the leftmost (inner) lane after riders cross the line marked with .

After a rider has stopped on or moved onto the split lanes, they **cannot** change lanes until they exit the Roundabout tile.

**Example:** When moving past the last 2-lane square 1, riders must be placed on the inner lane 2 if possible. When arriving at the next tile 3, riders are placed on the rightmost lane as usual.



As in the base game, a rider always has to move the **exact** number of squares matching their card. If that is not possible, the rider must take the lane that allows them to move the most squares.



**Example:** S played a 3. They move first, and must take the inner lane. R also played a 3. Since the exact value of the Energy card must be used, and the inner lane is blocked, R has to move to the outer lane. S moves last. They played a 5, which can still be fully used on the inner lane, so they must move there.

On a Roundabout, the **frontmost** rider is determined in a special way: all riders on the **split lanes** move **first**, and the remaining riders on the 2-lane squares move afterwards and in the usual order. On the split lanes, the rider closest to exiting the Roundabout tile moves first. If two riders on the split lanes are at the same distance from exiting the tile, the one on the inner lane moves first.



**Example:** On the split lanes, R on the inner lane is the frontmost rider 1. S on the outer lane moves second 2.

The movement order keeps alternating this way from the inner to the outer lane: S is the third rider to move 3, then R 4, and S 5. Now all riders on the inner lane have moved, so movement continues from the outer lane only: S moves sixth 6, then R 7, and finally S 8. After movement has been resolved for both split lanes, the remaining riders on the 2-lane squares move in the usual order: first R 9, then R 10.



## MODULE: NEW TRACK TILES continued

Riders on the last 2-lane square receive **slipstreaming** from **both** split lanes. When slipstreaming onto the split lanes, move the frontmost rider of the 2-lane square first. The other riders of the pack then continue slipstreaming if there's still room on either of the split lanes.



**Example:** First, Pack 1 slipstreams like in the base game ①. Now Merged Pack A is on the last 2-lane square before the lanes split. S is frontmost, so they slipstream to the inner lane ②. The other riders of Merged Pack A continue slipstreaming to the outer lane ③. Finally, S and R get an Exhaustion card each.

**Note:** After slipstreaming, R and S ④ are not yet on the split lanes, so they belong to both Merged Pack B and Merged Pack C. We will discuss this more in the next example.

As seen in the previous example, it may happen that riders on the last 2-lane square belong to two packs simultaneously. In this case, resolve their slipstreaming on the **inner lane first** (see the example opposite).

A rider on a split lane can never give nor receive slipstreaming to or from the other split lane. **Exhaustion** works in a similar fashion.



**Example 1:** S and R have not yet entered the split lanes, so they receive slipstreaming from both lanes, and belong to both Pack 1 and Pack 2. Therefore the inner lane first must be resolved first, starting with S. Behind them, R is the frontmost rider on the 2-lane square, so both Green riders slipstream to the inner lane ①. S and S continue slipstreaming to the outer lane ②. Now all riders from Pack 1 and Pack 2 have slipstreamed one square forward. Since R is still on a split lane, Merged Pack B does **not** receive slipstreaming from them ③. Merged Pack A slipstreams next ④. Finally, both R and R receive an Exhaustion card.



**Example 2:** S and R are not on the split lanes yet, so S is still in front of both of them. Therefore only S gets an Exhaustion card.



# MODULE: SPECIALIST RIDERS

## Overview

The Specialist Riders are designed to be used with this expansion specifically but you may also use them with the Flamme Rouge base game or any other single-stage race.

There are 12 different Specialist riders that allow you to customize your decks: six for the Sprinteur and six for the Rouleur. Some Specialists just change the values in the deck, others add new special rules. Each Specialist comes with a **Specialist Overview card** and a variable number of **Specialist Energy cards**. Both the Overview card and the corresponding Energy cards are marked with the Specialist's number on the lower edge of the card.

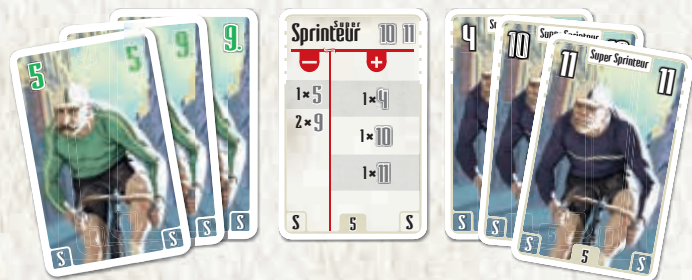


## Selecting Specialist Cards

Before the 1st stage, lay the **12 different Specialist Overview cards** out in the center of the table, on top of their **respective Energy cards**. In 4-6 player games, use two copies of each Specialist. In 2-3 player games, use only one of each Specialist and return the unused ones to the box.

Each player will choose exactly one Specialist for each of their two riders. Randomly determine the order in which players will pick Specialists for their teams. Each player in the determined order chooses one Specialist and takes its pile of cards. Then in reverse order, starting from the player that chose last, each player chooses a Specialist for their second rider.

When everyone has picked a Specialist for both of their riders, all players remove Energy cards from their Energy decks as specified by their Specialist Overview cards, and then add in the new cards.



**Example:** Super Sprinteur removes a 5 and two 9s, and adds a 4, 10 & 11.

Players will use their chosen Specialists for the duration of the entire Tour. The removed cards are returned to the box and **not used** on the Tour.

Each player slides their Specialist Overview cards under their playerboard, above their Energy card decks. This way everyone can easily see which Specialists each player has picked for their riders.



	Rouleurs	Cards removed	Cards added
1	Baroudeur	1×3, 1×5, 2×6, 1×7	1×5, 2×6, 1×7 ( )
2	Flandrien	1×3, 1×4, 1×5, 1×6, 1×7	1×3, 1×4, 1×5, 1×6, 1×7 ()
3	Grimpeur	3×3, 3×6	3×3 , 3×6
4	Domestique	3×4	3×4
5	Super Rouleur	2×5, 2×6	2×5, 2×6 ()
6	Puncheur	1×4, 1×6	1×8

	Sprinteurs	Cards removed	Cards added
1	Descender	3×3	3×3
2	Polyvalent	3×4	1×3, 2×6
3	Mountaineer	1×2, 1×3, 1×5, 1×9	1×4, 2×7
4	Squirrel	1×2, 1×9	2×7
5	Super Sprinteur	1×5, 2×9	1×4, 1×10, 1×11
6	Flahute	1×4, 2×9	1×5, 2×9 ()

## Specialist Powers

### Strong Ascents

On Ascents (see the base game rules), this card's value is capped at 6 or 7 respectively instead of the usual 5.

### Strong Descents

On Descents (see the base game rules), this card's minimum value is 7 instead of the usual 5.

**Note:** This power does not apply to Supply Zones.

### Recovery

When you play this card, this rider may immediately return 1 **recycled** Exhaustion card from their Energy deck to the respective Exhaustion deck. If there are no recycled Exhaustion cards in the Energy deck, this power does nothing (i.e. you move your rider but gain no additional benefit).



## MODULE: SPECIALIST RIDERS continued

### Relentless

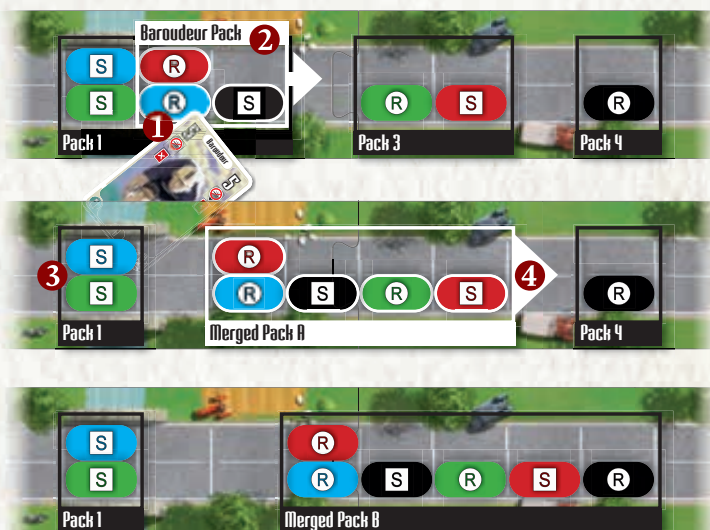


The rider that used this card does not receive an Exhaustion card this round.

### Breakaway



When you play this card, none of the riders in this rider's square give slipstreaming this round, not even to other riders in the same pack.



**Example:** *R* is a Baroudeur. They moved here using a 5 (Relentless) ①. When Pack 1 receives slipstreaming, only the riders in the Baroudeur Pack slipstream ②, and all riders behind them stay in place ③. After the Baroudeur Pack has broken away, Merged Pack A continues slipstreaming as usual ④.

### Chase



In the Movement Phase, immediately after you have moved your rider with this card, check where they ended their movement:

- If they ended directly behind another rider, and there is an empty lane in that rider's square, they immediately move to that lane.
- If they ended exactly 1 empty square behind the pack in front of them, they immediately move 1 square forward.

This power also works on Ascents, Cobblestones (from Peloton), and both Crosswinds and Wet Weather (from Meteo).

**Note:** In the End Phase, this rider can still slipstream as usual.



**Example:** *R* is a Flandrien. They moved using a 4 (Chase) and ended on a Wet Weather tile (from Meteo) directly behind the crashed *S*. They immediately continue to the empty lane in *S*'s square.

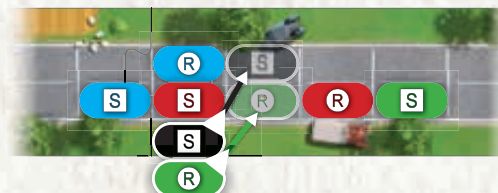
### Nimble



In the Movement Phase, a rider using this card always ends their movement on the rightmost lane (or on the innermost split lane on Roundabout tiles).

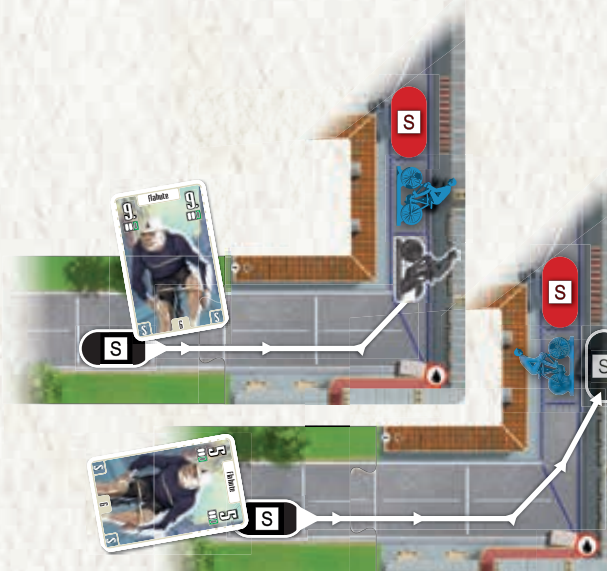
If the rightmost lane is occupied, the occupying rider is moved one lane to the left. If the entire square is occupied, the Nimble rider is placed on the grass to the right of the square (even if the occupying riders have crashed). If other Nimble riders later end their movement on this square, they are placed even further to the right (on the table if necessary).

Since the Nimble rider is rightmost on the square they stopped on, they will also be the first to slipstream or move out of that square. However, during slipstreaming they will be placed like any other rider.



**Example 1:** *R* and *S* are Nimble and have stopped to the right of the square. They are the rightmost riders, so they slipstream 1 square forward as usual.

**Example 2:** During slipstreaming, Nimble power does not work anymore, so a Nimble rider must be placed inside the square like any other rider. Since there is only one free lane behind *R*, only *R* gets to slipstream this time.



**Example 3:** *S* moves using a 9 (Nimble). Since this would take them **through** a square completely occupied by crashed riders, they must resolve a crash (see Crashes on page 9). Had they played a 5 (Chase), they would have not crashed but ended on the right side of *S* instead.



# MODULE: SPECIAL STAGES

## Overview

The special stages add variation to long Tours but you may also use these rules with the Flamme Rouge base game or any other single-stage race. In that case, we recommend also following the rules for Designing Stages (see page 16).

Special stages introduce additional or modified rules that are described here. All the usual rules still apply unless otherwise mentioned.

## Time Trials

In time trials, you try to finish the stage with the lowest possible time, without worrying about the other teams. You can also play Time Trials solo, trying to improve your total time.

- **Stage card #1** has been designed for Team Time Trial (TTT).
- **Stage card #10** has been designed for Individual Time Trial (ITT).

### Team Time Trial (TTT)

#### Setting Up a Stage

Do not place any Major or Minor tokens.

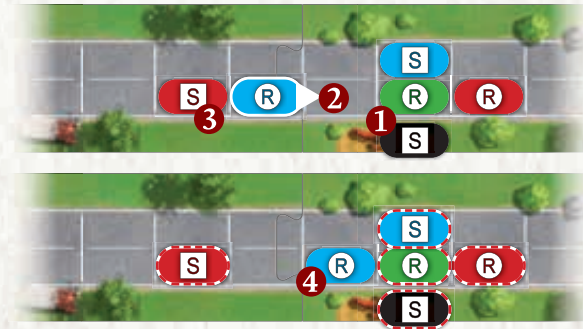
All riders start in the frontmost square, right behind the Start line.

#### Playing a Stage

Ignore **all** other teams' riders for **all** purposes. In general, this means that movement, slipstreaming, and assigning Exhaustion work just like you were the only team on the track.

More specifically, you give and receive slipstreaming to and from your own riders as usual, but **never** to or from other teams' riders. Similarly, your riders receive Exhaustion cards **regardless** of the position of the other teams' riders. Consequently, if your riders did not end up directly behind each other, both of them receive an Exhaustion card.

Since teams have no effect on each other, any number of riders from different teams can be placed on the same square (see the example opposite).



**Example:** In a Team Time Trial, there can be any number of differently colored riders in the same square **1**. **R** receives slipstream from **S** and moves 1 square forward **2**. **S** does **not** receive slipstream because they are more than 1 square away from **R** **3**. **R** does **not** get an Exhaustion card because they are now directly behind **S** **4**. All other riders marked with **—** get an Exhaustion card each because teams have no effect on each other in a Time Trial stage.

#### Calculating Time

**Important:** Even though teams have no effect on each other during the stage, you still have to follow the usual game round structure, so that **Time tokens** can be given to riders as usual.

Calculate time for your **slowest** rider only. **Both** of your riders get the same finish time as your slowest rider. Podium tokens are awarded as usual but each team can receive **at most** 1 Podium token.

### Individual Time Trial (ITT)

The rules for Individual Time Trials are the same as in Team Time Trial, with the following exceptions:

#### Playing a Stage

You are not affected by even your own teammate. No slipstream is ever given.

During Individual Time Trials, exhaustion is assigned in a special way: **Both** the Rouleur and the Sprinteur that played the **highest card value** of the round gain one Exhaustion card. If several riders are tied for highest card value, they all gain one Exhaustion card. This means that every round a minimum of **two** Exhaustion cards will be assigned among the players: One card to a Rouleur and another to a Sprinteur.

#### Calculating Time

Calculate time for both of your riders **separately**. Podium tokens are awarded as in a regular stage.



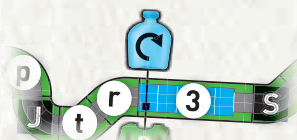
## Extended Stages

Extended stages represent the classic stages of a Grand Tour. These stages are built using four extra 6-square track tiles, and are therefore 24 squares longer than an ordinary stage.

- **Stage cards #5, #15, and #20** have been designed as Extended stages (Ext).

### Setting up a Stage

Place the Refresh token on its predetermined square, as depicted on the Stage card. Place the Major and Minor tokens as usual.



### Playing a Stage


When the first rider enters into, or passes, the square containing the Refresh token, they pick it up. If several riders reach or pass it on the same round, whichever is furthest ahead at the end of that round takes the token. At the very **end of that round**, there is a special Refresh phase.

### Refresh Phase

Each rider has the opportunity to retrieve some of the Energy cards they have used during this stage – including those riders who did not even reach the Refresh token!

For each of your riders, reveal their played cards and choose which cards to retrieve. Each rider can retrieve as many cards as they wish, **up to a total energy value of 24**. The rider that picked up the Refresh token can add **+1 energy** to this value. You **cannot** retrieve Exhaustion cards.

Do this for each of your riders **separately**, and place the retrieved cards on top of their Energy deck. Finally, for each of your Energy decks: flip all recycled cards face down, **shuffle** them thoroughly with your other face-down cards, and return the shuffled deck to your Player Board.

**Example:** **R** is a Puncteur. They do not have the Refresh token, so they can retrieve a maximum of 24 energy. They choose cards 3, 6, 7, and 8  for a total of 24 energy, and place them face down on top of their Energy deck.



After you have completed the Refresh Phase, return the Refresh token to the box and proceed with the next round.





## Designing Stages

If you want to design your own stages, here is some general advice.

### For all Stages:

- Use 9 straight tiles, and all the sharp and soft turns from the base game.
- Each time you add an expansion tile, remove a base game **straight** tile.
- Keep the number of Ascents <<<<< and Cobblestone sections (from *Peloton*) to 2–3 in total per stage.
- Do not place a Supply Zone 3, 4, 9 (from *Peloton*) next to the Finish tile.
- When playing a Tour, always include the Wide Finish tile v/v.

### For 5–6 player Stages (requires *Peloton* expansion):

- Add the Bonus tile 9/9 (from *Peloton*). Do not remove a straight tile when adding this tile.
- Use at least one 6-square Supply Zone 3, 4 (from *Peloton*).
- Always include the Wide Finish tile v/v.

### For Time Trials:

- Do not use the Breakaway tile 2/2 (from *Peloton*).
- Do not use the Bonus tile 9/9 (from *Peloton*).
- Do not use any Major or Minor tokens.

### For Extended Stages:

- Add 4 extra 6-square track tiles, so that the Stage is 24 squares longer than an ordinary stage.
- Place the Refresh token on the first square of a 6-square track tile (preferably a Supply Zone 3, 4), somewhere close to, or just after the halfway point of the stage.

### Placing Major and Minor tokens:

One of the piles is always placed on the first square after the Finish line, and the other is placed somewhere else along the stage, based on the following rules:

### Major tokens

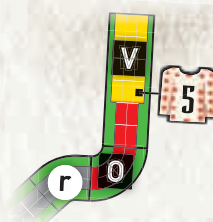
First check whether the stage includes a **continuous Ascent** that is at **least 5** Ascent squares long.

**Note:** The Finish tile U/V is 6 Ascent squares long.

If such Ascents exist, place the **Major** tokens **Mountain-side up** on the **first square after the longest continuous Ascent**.

If several Ascents are tied for longest, the Ascent closest to the Finish line wins the tie.

If the longest Ascent is on the Finish tile U/V, place the tokens **Mountain-side-up** on the **first square after the Finish line** instead.



**Example:** On Stage 11, the longest Ascent is 8 squares (2 from 0 and 6 from V). Since this Ascent is on the Finish tile, place the Major tokens on the first square after the Finish line.

If all Ascents are shorter than 5 squares, place the **Major** tokens **Sprint-side up** on the **first square after the Finish line**.

### Minor tokens

If the Major tokens were not placed on the first square after the **Finish line**, place the **Minor** tokens there **Sprint-side up**.

Otherwise, place the **Minor** tokens **Mountain-side up** on the first square after the **longest remaining Ascent** of any length.

If several Ascents are tied for longest remaining, the Ascent closest to the Finish line wins the tie.



**Example:** On Stage 11, the longest remaining Ascent is 6 squares in the middle of the stage. Place the Minor tokens on the first square of tile H.

If there are no Ascents remaining, place the **Minor** tokens **Sprint-side up** on the **first square of a 6-square long tile** about halfway into the stage.

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