

HUNTING STAGES (JAGD ÜBER ETAPPEN)

This game replays a cycling stage race. The object of the game is to win the team classification, as well as intermediate stages. Up to 5 players can take part in the game.

The number of stages is decided beforehand. Before each stage, the teams are randomly assigned a number (from 1 to 5) which will determine the playing order and the starting lane of each cyclist, as marked in the board.

Each player manages a team of 4 cyclists, among which he distributes, at each turn, the values of 3,4,5 and 6 (the number of squares moved, always orthogonally or diagonally forwards). The cyclist leading the race may not advance more than five spaces.

There cannot be more than one cyclist on a square (exception: blue squares, see below). Cyclists cannot pass through an occupied square. If a cyclist is not able to play the full number assigned to him, he stops behind the cyclists that block the road and the remaining points are lost.

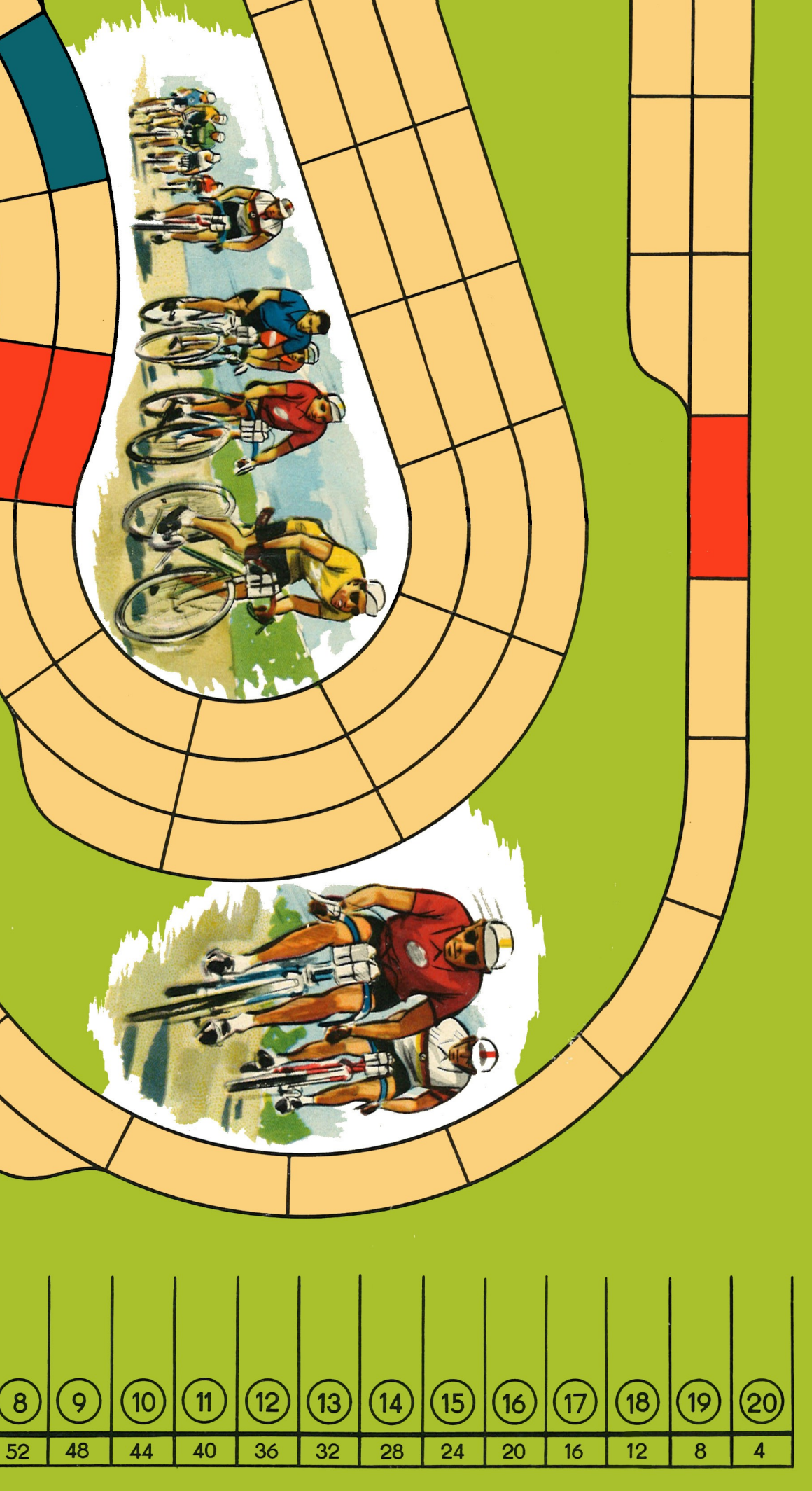
Red squares are intermediate sprints. 4 points are awarded to the first rider to reach each intermediate sprint.

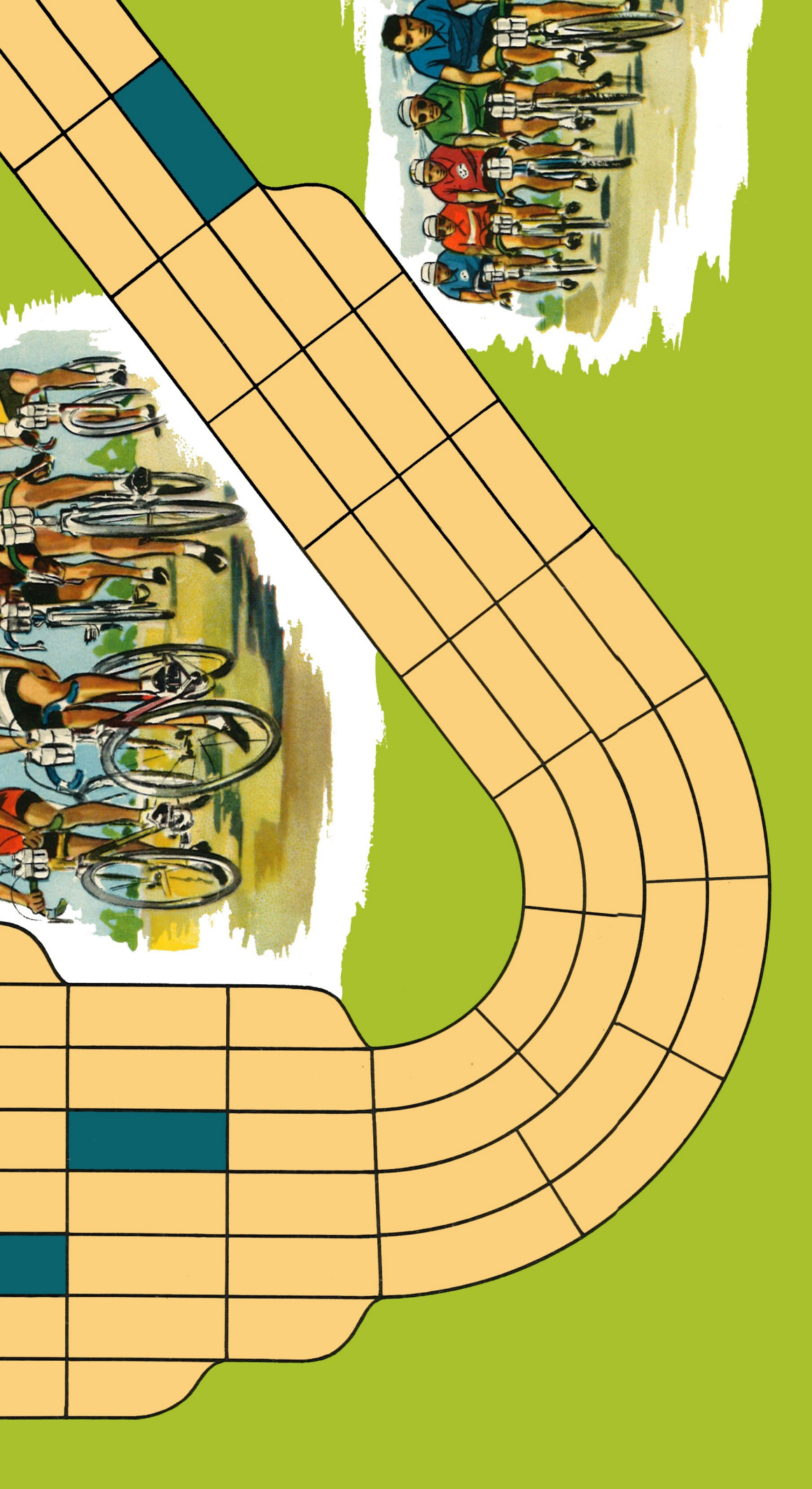
Blue squares are punctures. A cyclist landing on a blue square must stand three turns, except if he is helped by another cyclist landing on the same square. In this case the second cyclist helps the first to mend the puncture. The second cyclist does not puncture. Both will continue the race in the next turn. If the helping rider is from a different team, he receives 4 points for "comradely behaviour".

The winner of the stage gets 80 points, the second 76... up to the 20th, who gets 4 points. Points are added after each stage to determine the best team of the stage and the overall leader.

S T A R T										
1	4	2	4	2	4	1	5	3	3	5









A board game layout featuring a grid of orange squares. A blue square is located in the second row, second column. The grid is bounded by a large archway. Below the grid is a row of squares containing the letters Z, I, E, L. To the right of the grid is a vertical column of seven numbered circles (1-7) with corresponding numerical values below them.

Z	I	E	L
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1	2	3	4	5	6	7
80	76	72	68	64	60	56

