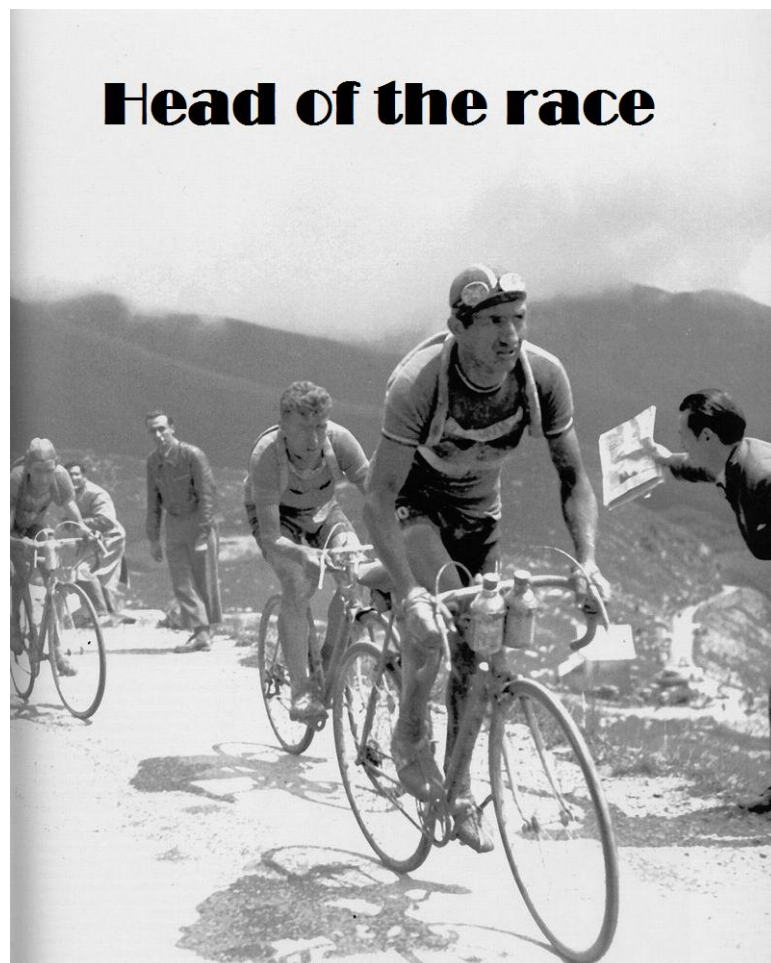


# Head of the race: Game Rules

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## INTRODUCTION

The Head of the race is a cycling board game for 3 to 10 players, where each player tries to win a classic or a grand tour. The head of the race is played on a game board on which the journey of a cycling competition is depicted. On this trail, one can include hills, mountains and cobbles encounter in which the game can be decided. The correct dosing of your forces and at the appropriate moment to scrolling in the group or posting a demarrage can decide about profit or loss in these contests.

Winning the head of the race requires bold and powerful demarrages and many race see-through, but even the best cycle-fanatics can be beaten backwards by bad luck.

Let your servants work to close and expand gaps, or work together with other teams to make a difference.

And in the grand tours that can be driven not only winning the stage can be the objective, but also achieve the leaders-, points-or mountain Jersey at the end of the grand tour.

Head of the race means: strategy, tension and game fun!



If you have questions or if you want to know more about the game you may always contact me on my email address: [yennikveestraeten@hotmail.com](mailto:yennikveestraeten@hotmail.com)



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# 1 EQUIPMENT

- 14 game boards (Milan-San Remo, Tour of Flanders, Paris-Roubaix, Liège-Bastogne-Liège, Tour de France time trials board, Tour de France - flat ride, Tour de France - Transitional stage, tour de France - Alps stage, Tour de France - Pyrenees stage (1), Tour of France - Pyrenees stage (2), Tour de France - Champs Elysées/World Championship, Tour of Italy board, semi-classics board, Tour of West-Limburg)
- 20 teams, each with 3 riders (adjusted to current cycling season)
- Riders with: the yellow Jersey, pink Jersey, golden Jersey, green Jersey, mountain Jersey, Belgian champion, French champion, Swiss champion, Italian champion and the world champion Jersey.
- 150 Demarrage cards (with D10, D12 and D16)
- 25 bad luck cards
- 200 slide cards (with D4, D6 and D8)
- Sheets per team (20)
- 6 dices:

Including 3 basic/slip-on dice:



**D4 (1-4)**



**D6 (3-6)**



**D8 (3-8)**

And 3 demarrage/descent/sprint dice:



**D10 (5-8)**



**D12 (6-9)**



**D16 (7-10)**

**Attention!** At the D4 (black) counts the top figure on the triangle.

## 2 CARDS

### 2.1 Demarrage cards

Every rider has his own demarrage cards. These are drawn in the beginning of the game. There are 3 types of demarrage cards:

D10



(5,5,6,6,6,7,7,8,8)

D12



(6,6,7,7,7,7,8,8,8,9,9)

D16



(7,7,8,8,8,9,9,9,10,10)

### 2.2 Slip-on-acceleration cards

These cards are used to letting a rider move in the group where he resides. These cards can also be used to further your rider faster forward to than the figure that you've thrown with a dice. There are 3 types of slip-on-acceleration cards:

D4



(1,2,3,4)

D6



(3,4,4,4,5,6)

D8



(3,4,5,5,6,6,7,8)

#### 2.2.1 Advance in a group

By this way a rider can move forward in a group of riders to maybe a better position. The cards indicate what dice you may throw in order to advance.

##### 2.2.1 Speed up

When you throw with a basic cube, a demarrage, a descent or sometimes during the sprint (see sprinting rules), you can move slightly faster than the figure that you've thrown. With the card where the D4 gets up you can 1 extra box forward, where the D6 2 extra boxes, and with D8 you can move 3 boxes extra forward.



### 3 GAME BOARDS

The trails exist maximum out of about 250 to 300 boxes. In total there are 6 types of surfaces:

#### 3.1 Flat strips



the flat strips are marked with a yellow stripe. The riders can improve on this surface with the D8 or D6 dice, depending on the team sheet listed (see above). Riders who may only with a D6 dice on this surface may follow the riders with a D8 if they throw 7 or 8. On flat strips there may be 3 riders on the same box. When you land on a box where there already 3 riders standing up, you need to place your rider backwards on the first box with a free place. A box with 3 riders can be passed.

#### 3.2 Hills



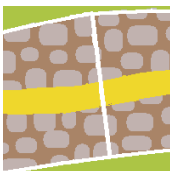
The hills are marked with an orange stripe. The riders can improve on the surface with the D6 or D4 dice, depending on the team sheet listed (see above). Riders who can only throw a D4 dice on hills may not follow the riders with a D6 if they have thrown 5 or 6. On hills 3 riders can take place on the same box. When you land on a box where there are already 3 riders standing, you need to place your rider backwards on the first box with a free place. A box with 3 riders can be passed.

#### 3.3 Mountains



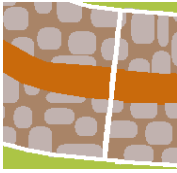
The mountains are marked with a red stripe. The riders can improve on this surface with the D6 or D4 dice, depending on the team sheet listed (see above). Riders who can only throw a D4 dice on mountains may not follow the riders with a D6 if they have thrown 5 or 6. On mountains 3 riders can take place on the same box. When you land on a box where there are already 3 riders standing, you need to place your rider backwards on the first box with a free place. A box with 3 riders can be passed.

#### 3.4 Flat cobblestones



The flat cobblestones are marked with a yellow stripe and cobblestones in the background. The riders can improve on this surface with the D6 or D4 dice, depending on the team sheet listed (see above). Riders who can only throw a D4 dice on flat cobblestones may not follow the riders with a D6 if they have thrown 5 or 6. On flat cobblestones 2 riders can take place on the same box. When you land on a box where there are already 2 riders standing, you need to place your rider backwards on the first box with a free place. A box with 2 riders can be passed.

### 3.5 Cobblestone hills



The cobblestone hills are marked with a orange stripe and cobblestone in the background. The riders can improve on this surface with the D6 or D4 dice, depending on the team sheet listed (see above). Riders who can only throw a D4 dice on cobblestones hills may not follow the riders with a D6 if they have thrown 5 or 6. On cobblestones hills 2 riders can take place on the same box. When you land on a box where there are already 2 riders standing, you need to place your rider backwards on the first box with a free place. A box with 2 riders can be passed.

### 3.6 Descents



The descents are indicated with a blue stripe. The riders can improve on this surface with the D10 or D12 dice, depending on the team sheet listed (see above). Riders who can only throw a D10 dice on descents may not follow the riders with a D12 if they have throw 9. On descents 3 riders can take place on the same box. When you land on a box where there are already 3 riders standing, you need to place your rider backwards on the first box with a free place. A box with 3 riders can be passed.

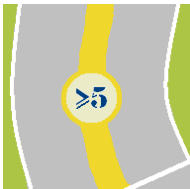
### 3.7 On the road:

#### 3.7.1 Supplies



When one comes on this box at the end of a turn, you must draw 3 slip-on-acceleration cards for each rider on this box.

#### 3.7.2 Bad luck boxes



When you end on a bad luck boxes by a private pitch with any dice (with basic dice, slip-on pitch dice, descent dice or a demarrage) you have to chance to get bad luck. When you threw a number equal to or higher than the number on the bad luck box, you need to draw a bad luck card. For example: in this case the figure on the bad luck box is 5, so you threw 5 or higher and ended up on this box, you must take a bad luck card. When you have bad luck, one cannot accelerate to go off the box. When a rider must skip a turn is he is turned aside next to the box where he got unlucky. We put him back in the game on this box.

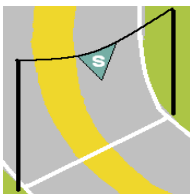


### 3.7.3 Steep boxes



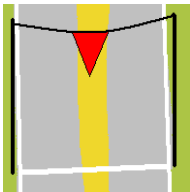
In a climb there can be steep parts. These are marked with white triangles on the road. On these strips should EACH rider with the D4 dice throw to go forward. When you want to follow someone who is just of the steep strip and then for example throws 5, you cannot follow this rider. One can only go ahead for 4 boxes on the steep parts. On steep parts riders with a D6 for this surface can only use the D10 demarrage. The demarrage cards D12 and D16 can also be used for a D10 throw. Riders with a D4 for this surface can't put a demarrage on these steep parts.

### 3.7.4 Intermediate sprint



This only occurs on the routes of the Tour de France and the Tour of Italy. Here one can earn points for the Green Jersey. The rider who passes first gets 3 points, 2nd gets 2 points, and the 3rd gets 1 point. When there are multiple riders who left from the same box passing the sprint, the rider with the highest throw is first.

### 3.7.5 Final sprint / the red flag



From this point the final sprint begins. When one passes the red flag, you can start sprinting in the next turn. Note: when riders are in a group, and 1 or more riders of the group have passed the red flag, the entire group is eligible to sprint.



## **4 PLAYING THE GAME**

### **4.1 Preparation**

First there is determined what race will be ridden. Then each player selects a team. Determine how many riders each team contains (2 or 3). Select your riders. It is recommended that the total number of participating riders will not make the top of 15 riders because this will make the game duration too long.

Next, are you going to draw the demarrage cards per rider. The demarrage cards are blind drawn. Each rider will get as many cards as indicated in the column ' attack ' on the team sheet. These cards will not be shown to the other players.

After this the slip-on-accelerate cards are drawn. Recommended is up to 10 cards per rider. These cards are also drawn blind.

Then the bad luck cards are shuffled and placed on a stack together. The game now is ready to start!

### **4.2 Start**

The riders must start in a certain starting position. We will follow these steps. The player who throws the highest number of the D16 dice begins. This first player selects 1 rider and throws with the D8 dice. Then we continue in select clockwise with each 1 rider, and this until all riders on the game board. The riders are now in a starting position and the game can begin!

### **4.3 Turns of the game**

The order of players whose on turn is determined by the order of the riders on the game board and not by the order of how the players are seated around the game board. The rider who is first is allowed to throw the first, the second rider may throw as second, etc ... When there are multiple riders on 1 box the order is from left to right.

On the surfaces flat, Hill and mountain may be up to a maximum of 3 riders on 1 box. When you land on a box where there are already 3 riders, you go backwards into the first box where there is a free place. A box with 3 on it may be passed. When there is a rider off the trail because of bad luck, this rider means no nuisance for the other riders.

On the surfaces of flat cobble stones and cobble stones hill there may be up to 2 riders on 1 box. When you land on a box where there are already 2 riders, you go backwards into the first box where there is a free place. A box with 2 on it may be passed. When there is a rider off the trail because of bad luck, this rider means no nuisance for the other riders.

When the last rider in the race has ended his turn, a game turn is over and riders who have ended on a supply box can take their 3 slip-on-acceleration cards.

## 4.4 Moving the riders

You can move a rider in different ways. Which choice you make is determined by your own tactics or the situation in the game. Here are your choices:

- You throw with the basic dice.
- You throw with the basic dice and accelerate.
- You follow 1 of the riders before you.
- You follow 1 of the riders before you and advance in the group.
- You put on a demarrage.
- You put on a demarrage and accelerate.
- You jump on with a demarrage.

### 4.4.1 Throw with a basic dice

When moving, a rider throws with his basic dice (D4, D6 or D8). Which dice you may use on any surface is displayed in the team sheets. Your rider going forward as many boxes as the number of eyes that you have thrown. You can always chose, if you wish, to use a lower dice than the one you are able to throw with. A special thing to do is to wait. In this case you don't throw any dice and you just advance 1 box.

### 4.4.2 Throw with a basic dice and accelerate

These are the same rules as throwing with a basic dice. Only you can accelerate here: can decide that you want to move more boxes than de number you've thrown with your basic dice. You can do this using a slip-on-accelerate card: (D4: +1, D6: +2, D8: +3).

**Note:** when using the basic dices on the flat surface one can move forward for 8 boxes. One cannot accelerate up to 9 or more. On all the other surfaces, this move forward is maximum 6 boxes. So you cannot go harder like this, even though you're accelerating.

### 4.4.3 Following

You have the ability to follow the speed from 1 of the riders who are just on the box before you. You end up on the box BEHIND that rider. You can only follow if the rider have thrown with a basic dice. The rider behind you can follow you, the rider behind him can also follow him etc. ..

On the flat surface, you may always follow riders with a basic cube D8, even though the basic cube of your rider is but a D6 (can only throw up to 6 eyes). So you may follow everyone on flat on the condition that he or she has thrown with a basic cube.

On the climbs and on cobble this is different. You can just follow the rider before you, but if he throws too hard for your rider (basic dice per surface) he can't follow. (the basic dice per rider per surface are displayed in the teamsheets). So when you for example have D4 as dice for hill, and the rider before you throws a 6 on a hill, you don't follow him. Because you can just follow the tempo up to 4 boxes on hills. Now you'll need to throw yourself.

### 4.4.4 Follow and advance

When your rider is in a group of riders, he can change his position in this group by advancing in the group. On the flat strips may you both advance with D4, D6 and D8 dice. On the other lanes (mountain, Hill, flat cobble stones, cobble stones Hill) you can just scroll with D4.

You may only use the cards when the rider itself has only followed a rider before him. You show the slip-on-accelerate card and throw with the dice shown on the card. You now move the number of boxes shown on the dice.

Beware! When using a slip-on card you can't go but up to the first position of the group. The move cannot therefore be used to ride away from other riders.

#### 4.4.5 Demarrage

When someone wants to spring out from the rest (demarrage), he uses a demarrage card. The dice you use is displayed on the card. You may also use a lower dice if you want, but certainly not a higher dice. You may only put a demarrage if your rider itself is on turn. You make clear to the other players that you are going to put a demarrage and show your card. You wait until all riders who want to jump with your demarrage have made themselves known. They also show their demurrage cards. Only then the dice will be thrown. When all the riders have moved the cards are been put away.

Beware! A rider who puts a demarrage may not just be followed. He can only be followed by means of a card that shows that you can jump with a demarrage. For example:



This card can be used to put on a demarrage or to jump with a demarrage. There can be thrown with the D12 dice or, if you wish, a lower dice.

**Beware!** Not everyone can put a demarrage with each demarrage card wherever he wants. The table below shows this:

On the teamsheet	Flat	Flat and hilly cobbles, mountains, hills	Descent	Steep parts	Final sprint
Rider may throw D4	/	D10	/	No demarrage	/
Rider may throw D6	D16, D12, D10	D16, D12, D10	/	D10	/
Rider may throw D8	D16, D12, D10	/	/	/	/
Rider may throw D10	/	/	D16, D12, D10	/	No demarrage
Rider may throw D12	/	/	D16, D12, D10	/	No demarrage

#### 4.4.6 Demarrage and accelerate

Here you have done a move with a demarrage but you can decide to move more boxes than the number the dice has shown. You can do this using a slip-on-accelerate card: (D4: +1, D6: +2, D8: +3).

**Beware!** You can't move more boxes than able with the demurrage card you've used: using a D10 card: 8 boxes, D12: 9 boxes, D16: 10 boxes.

#### 4.4.7 Jump on with a demarrage

When someone is puts on a demarrage, you can decide to jump with it. To jump with a demurrage, you must for fill 2 conditions; You will need to have the appropriate card and you must find yourself at the appropriate position.

##### 4.4.7.1 The appropriate position

You may with jump with a demurrage when your rider is in one of the following positions: on the same box, the first box behind or one of the boxes before the box where the rider who puts on a demarrage is situated (see example).

**Note:** When a rider is on the first box of a hill, cobble stones Hill or mountain, the riders that are on the box behind (so the last flat box before the climb) are also able to jump with the demurrage. Correspondingly: when a rider puts on a demarrage on the first box after a climb, the rider who is at the last box of the climb is also capable to jump with the demurrage.

Example:

**Before:**



During a demarrage, not all the riders can jump with it. You have to be in a correct position. If rider 1 puts on a demarrage, rider 2, 3 and 5 are able to jump with it. Rider 4 is too far behind (before). On the second picture is displayed which is the order of the riders after the demarrage if both rider 2, 3 and 5 have jumped with this demurrage.

**After:**



##### 4.4.7.2 The appropriate card

On the demarrage card there's a dice pictured. This dice must be at least as high as the dice pictured on the card of the rider who puts on the demarrage. Remember that the rider must be able to jump with a demarrage on this very surface (see table on p 13).

#### 4.4.7.3 Placing after a demarrage

If you with a demarrage you end up on the box just behind the rider who putted on the demarrage. If there are multiple riders who jumped with the demarrage they are set on the following order: each from left to right: first the riders on the box behind you, then the riders on the box where you state, then the riders on the box for you, etc. .. In this order they are set on the box BEHIND the rider who putted on the demarrage, if this first box is full then the second box will be filled up and so on ... (See Photo 2, for example, ' jump with a demarrage '. If you jump with a demarrage you must put your card away anyway, even though the demarrage didn't reached your rider (if your rider was placed before the rider who putted on the demarrage).

#### 4.5 The passing rule

Riders who are overtaken by other rider(s) who threw with a basic dice close automatically to back with this rider(s). If the rider is not completely overtaken and therefore socket with the group, it remains simply on the same position. When there are multiple riders overtaken there's a certain order: the rider who's first overtaken, closes the back first, then the second overtaken rider etc... On the example below this is clarified.

**Photo 1**



Suppose that in this example, rider 4 and 3 will be overtaken (Photo 1). Rider 1 is on turn and throws 5. Rider 2 decides to follow. Rider 3 connect to the group that overtakes him, and rider 2 is the end of this group at that time. Rider 3 ends on the same box as rider 4 and therefore must stand to the right of rider 4 (Photo 2).

For example, if rider 1 had thrown 8, then rider 3 had been overtaken by a group with the last rider rider 2. Rider 3 follows en connects to the group. Now you have a group with the last rider rider 3. In this case rider 4 would connect to the group behind rider 3.

**Photo 2**



#### **4.6 Situation: a rider has been 'advanced out of the group'**

When advancing in a group there may be a situation that a rider is 'pushed' out of the group. This is not so realistic; a rider doesn't follow a group anymore only when he is completely tired, or speaking for this game, when he doesn't have any slip-on-accelerate card left. So if you have followed the tempo of the group but there is an empty box as a result of that the rider before you had advanced in the group, then you can catch this: you can scroll a box 'close' to make contact again with the group you were in before. You have to put a slip-on-accelerate card away. The rider shifts now just an extra box on so he closes the gap before him. By that the rider doing an extra effort to bridge the gap for him and that cost him a slip-on-accelerate card. Now it is so that the rider after him may have the same problem: he also followed the tempo and now has a gap before him. He now can do the same thing to close this gap.

#### **4.7 Transition from flat to slope**

In the transition from a flat box to a sloping box (Hill, cobble stones Hill or mountain) there is one important rule: the boxes of the climb count for 2. When a rider for example is removed by 2 boxes of the beginning of a climb, and the rider throws a 7, he may not go ahead but all 7 boxes. He must count as follows: 2 for the flat boxes, 2 for the first box of the climb, 2 for the second box of the climb and 1 for the 3rd box of the climb. You can also follow a rider on to the climb and then advance. This advance move on the climb just count per one. But when you're still on the plane and you want to advance, then you may also make a move from flat to slope while advancing and the boxes of the climb also count for two. In the transition from plane to a flat cobble stones zone this rule doesn't apply, here you just count the boxes beyond. Also in the transition from slope to a flat of descent zone you just count the boxes beyond.

When someone on the climb throws with a dice, the riders which are on the flat may follow the tempo if they're in the same group. But the boxes on the slope count for two (transition flat to slope).

#### **4.8 The final sprint**

Each cyclist can sprint with the dice as indicated on his team sheet. There may be a sprint from the moment the rider passes the red flag. When one is in group, the whole group can start sprinting when the first rider passes the red flag. Once past the red flag there cannot be advanced anymore or put on a demarrage. Only the sprinting rules count in here.

The rules of the spurt goes as follows: the rider who rides on the head of the pack throws with his sprinting dice as indicated on the team sheet (he may always throw a lower dice if he wishes). He may just throw it here, and move the numbers which the dice indicate. He may not use the slip-on-accelerate cards to drive harder (this is the disadvantage of leading the sprint). When you have a rider before you in the sprint you have the choice: either follow the tempo of the rider in front of you, or throw yourself with your sprinting dice. You move the number of boxes as indicated on the dice and, if you wish, you may chose to use the slip-on-accelerate cards to drive harder (not harder than the max number of the dice). This is the advantage of riding behind a rider out of the wind. If you're being passed during a sprint, you may not follow the rider who passes you because he simply sprints harder and you can't follow that. The person who first passes the finish line, WINS.

**Exception!** When two or three riders are on the same box to during the sprint, and all come across the finish line, the person who sprinted the hardest wins (= highest throw). Only in this case one can use a slip-on-accelerate card to make a final jump. The slip-on-accelerate card is counted on surplus by the number you've thrown..

## 5 GRAND TOURS

Grand tours are held on different stages. Typical for grand tours are that there is a general classification for the leader in the standings. In addition, there are also a points- and a mountains classification. The leaders in these rankings wear special Jerseys.

There are 3 major grand tours: the tour of France (Tour), the tour of Italy (Giro) and the tour of Spain (Vuelta)

### 5.1 General classification

The leader in this classification wears the Yellow Jersey in the Tour, the pink Jersey in the Giro and the Golden Jersey in the Vuelta.

It is difficult to count with time like in real grand tours (seconds and minutes). There is thus counted with turns. When the first rider passes the line is there counted how many turns each rider had to ride to cross the line. These engagements are processed in the general classification. There may also be counted up to a quarter of a turn: each 3 boxes that a rider crosses the finish line, a quarter turn of his time goes off.

The rider which completed the lowest number of turns wins the grand tour. If there would be an ex aequo you look at the number of boxes crossed the line during time trials (see 5.5 time trials). If this is also ex aequo, you look at total stage wins. If even this is also ex aequo, you look at the stage result of the last stage.

### 5.2 Points classification

In all 3 grand tours the leader of this ranking wears the Green Jersey. Here there is counted with points. An overview of the points to earn. In case of ex aequo the first in general classification wins.

Points to earn	1e	2e	3e	4e	5e	6e	7e
Flat stage	12	10	7	5	3	2	1
Intermediate stage	10	7	5	3	2	1	
Time trials	3	2	1				
Mountain stage	3	2	1				
Intermediate sprint	3	2	1				

### 5.3 Mountain classification

In all 3 grand tours the leader of this ranking wears the Mountain Jersey. Here there is counted with points. An overview of the points to earn. In case of ex aequo the first in general classification wins.

Points to earn	1e	2e	3e	4e	5e	6e
Mountain BC	10	7	5	3	2	1
Mountain 1st categorie	7	5	3	2	1	
Mountain 2nd categorie	5	3	2	1		
Mountain 3rd categorie	3	2	1			





## 6 THE RACES

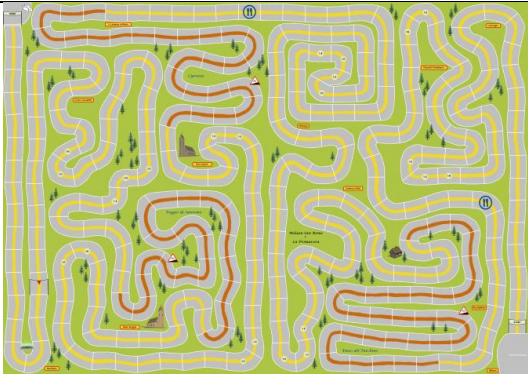



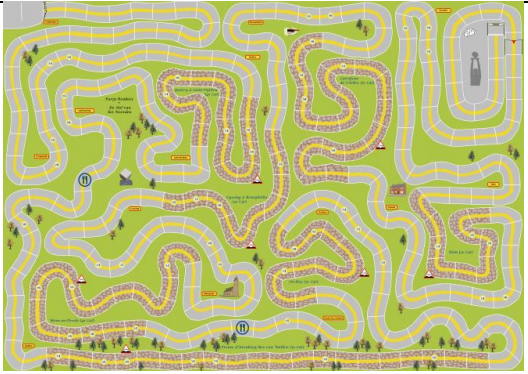



There are all kind of races. In this game one can ride one day races as well as grand tours.

### 6.1 The one-day-races

The one-day are ridden on a single game board. The one-day-races can be divided in the 'monuments', classics and semi-classics and the world championship.

#### 6.1.1 The monuments

These classics have their own board. Normally there are 5 monuments but there's no board apart for the Giro di Lombardia.

Milan–San Remo	Tour of Flanders
 	 
Paris-Roubaix	Liège-Bastogne-Liège
 	 

### 6.1.2 The other classics and semi-classics

The monuments have their own board. It was not possible to make a board for every race so there is a board where multiple races can be ridden on. There are all kinds of surfaces on this board (except mountains) and many crossroads so you can choose many types of circuits. There are special spectator pieces (see below) made to shut down certain directions of the crossroads and get one single track to follow.



The board on the right is the classic/semi-classic board. Many races can take place on this board: All the cobblestones-classics, Giro di Lombardia, Amstel Gold Race, La fleche Wallone, Paris-Tours, ...

### 6.1.3 The world championships

The board on the right is the world championship board. Depending on what kind of championship one can choose to have zero, one or two hills in each round.



## 6.2 The grand tours

### 6.2.1 Tour of Italy (Giro)


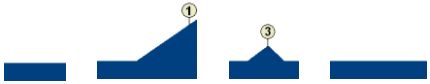
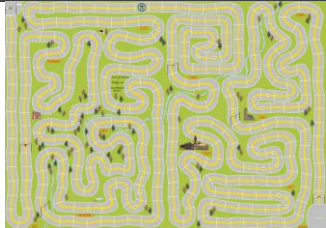

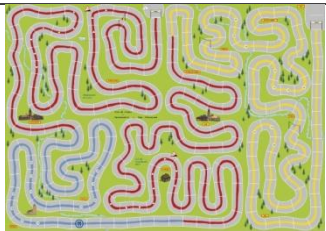



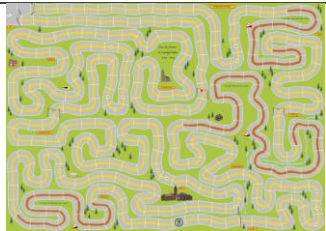

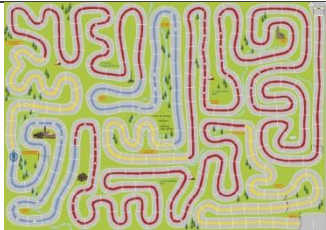

The stages of the Tour de France have their own board. It was not possible to make a board for every stage of the Tour of Italy so there is a board where multiple stages can be ridden on. There are all kinds of surfaces on this board (except cobblestones) and many crossroads so you can choose many types of circuits. There are special spectator pieces (see below) made to shut down certain directions of the crossroads and get one single track to follow.



The board on the right is the Tour of Italy board. Many stages can take place on this board: Flat stages, mountain stages, medium mountain stages, ...

### 6.2.2 Tour de France (Tour)

The stages of the Tour de France have their own board which you can them in two directions. Below an overview of the stages with also the profiles of one direction:

Time trails		
Flat stage		
Pyrenees stage 1		
Pyrenees stage 2		
Medium mountain stage		
Alp stage		
Champs-Elyzées	