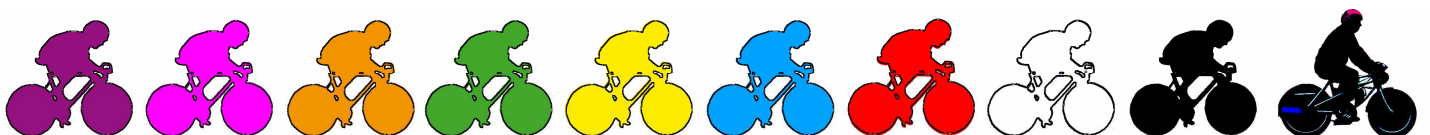


# KEIRIN

A game by Anki Toner. Version 2012.  
More info: <http://www.cyclingboardgames.net>



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*Unlike the conventional track sprint discipline where riders seek to "draft" or "slipstream" each other, in the first few laps of the Keirin, cyclists are paced by a motorised vehicle called a derny, who leaves the track a few laps before the end, at a speed of about 50 km/h. The first cyclist to finish the high-speed (sometimes at 70 km/h) race is the winner.*

*This game starts at the precise moment when the derny leaves the track.*

## **Preparation:**

Material: Nine cyclists numbered 1 to 9, a derny, 9 dice (which you will have to provide), a 100-field-long track. (Print the track twice since there is only half track in the pdf file).

Place the derny in square 0 of one of the halves of the track. Throw THREE dice and advance the derny according to the number thrown (add the numbers on the three dice).

Place the riders behind the derny forming a single line.

*Since the fields are short and the riders occupy three fields, this means that you place a rider every three fields. For instance, if you have thrown 12 for the derny, the derny is placed on square 12, rider 1 is placed on square 9, rider 2 is placed on square 6, rider 3 on square 3, rider 4 on square 0 (that is square 50 of the other half of the track), rider 5 in square 47, etc, until rider 9 is placed on square 35.*

Now the derny pulls out of the race and on its slipstream, rider one advances THREE fields. (He occupies the place where the derny was. The derny is taken out of the board. The other riders remain where they were).

The race starts here.

## **Movement of the riders:**

For the rest of the race, each rider throws as many dice as his number. Rider 1 throws one die, rider 2 throws two dice, etc...

For all purposes, 1s and 2s on the dice are assimilated to 3s (the dice can be regarded as D6 numbered 333456)

Only the highest number on each throw is taken into account. If the throw has more than one 6, each additional six counts as an extra pip.

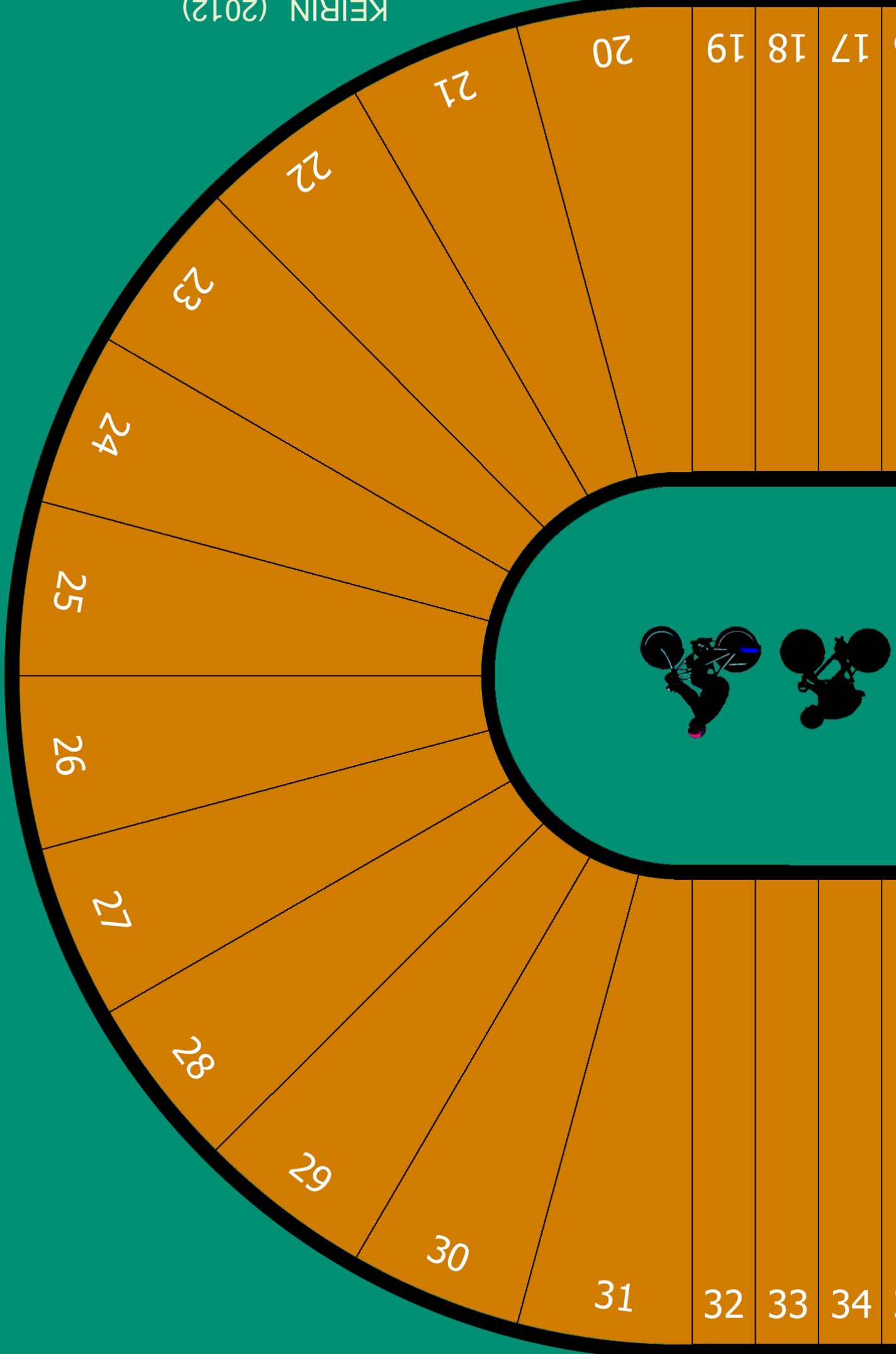
*Example:*  
*Rider 1 throws 2. He advances 3 squares.*  
*Rider 2 throws 15. He advances 5 squares.*  
*Rider 3 throws 366. He advances 7 squares.*  
*Rider 4 throws 1123. He advances 3 squares.*  
*Rider 5 throws 45556. He advances 6 squares. etc..*

The highest possible throw, of course, is 9 sixes by rider 9. He would advance 14 squares.

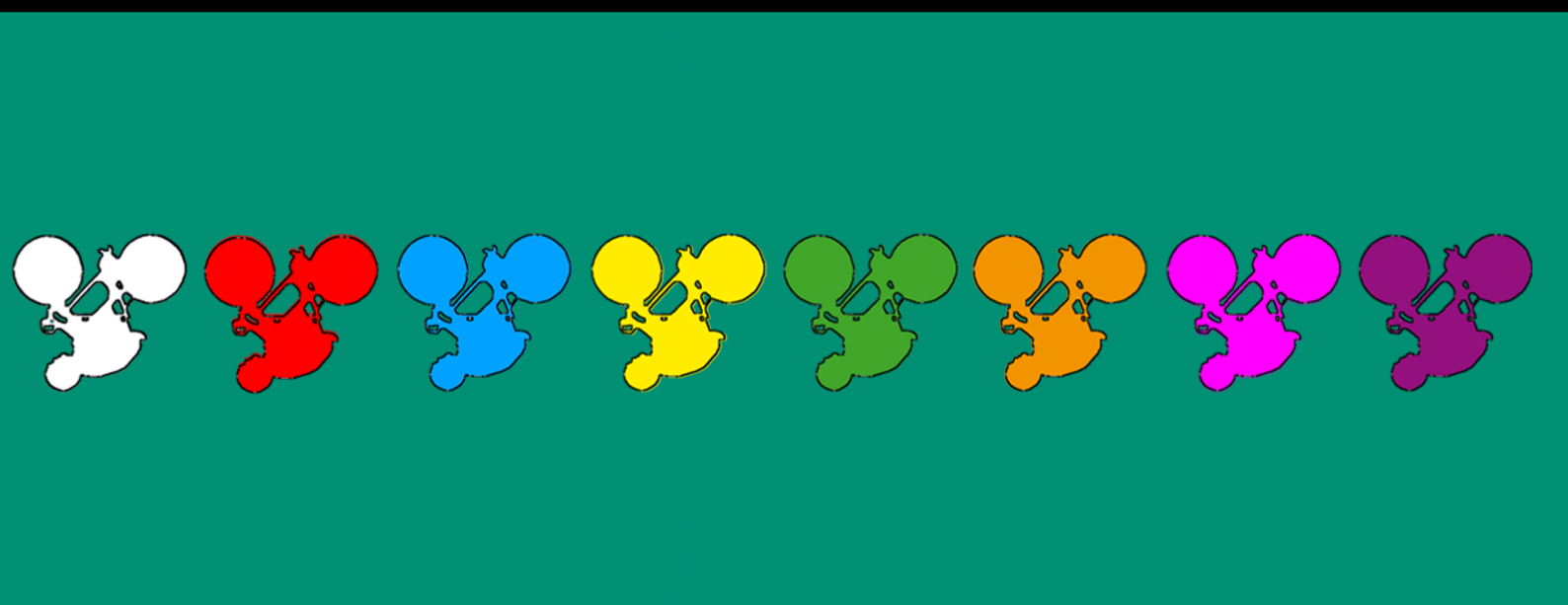
## **Winner of the race:**

The race is won by the rider who goes further past the finishing line in the throw when the first rider(s) cross the line. (The turn is completed). In the case of a tie, the an extra turn is thrown only between the tied riders for a "photo-finish".

If you bet on the first three riders, and only one or two riders have crossed the line in the same turn, take those riders out of the board and play another turn for the next positions.



16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
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35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
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