

PROTOUR

Game Concept, Design and Illustrations by Ricardo Ferrand

1974

KAS Kuskol



PROTOUR Print and Cut Riders

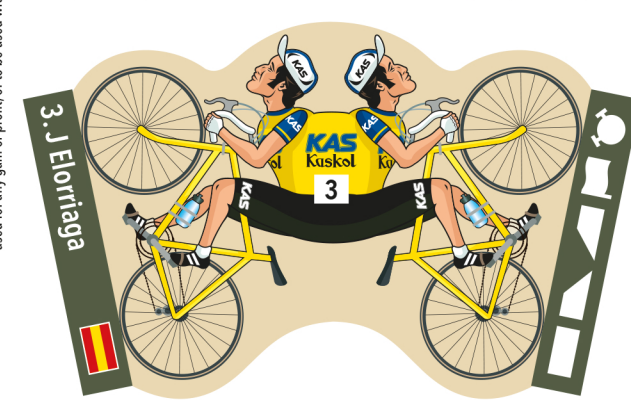
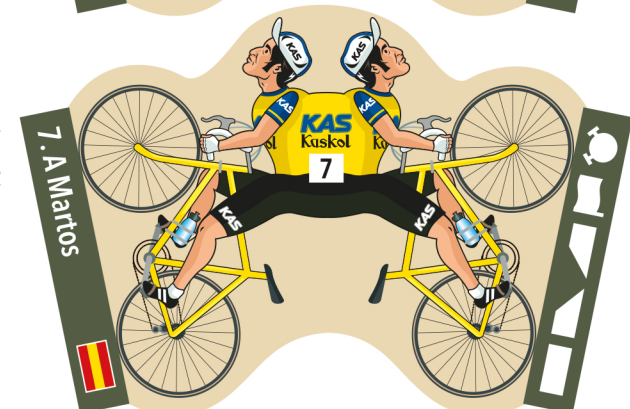
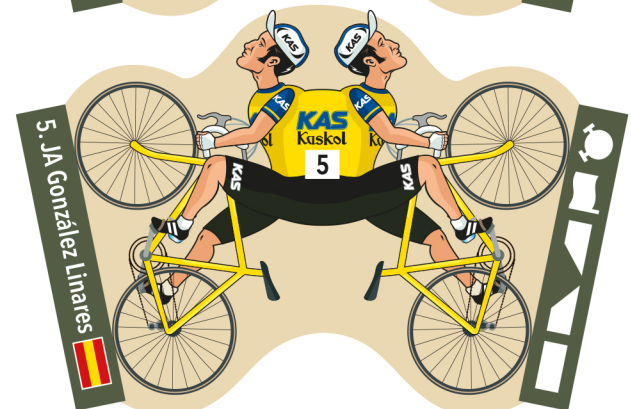
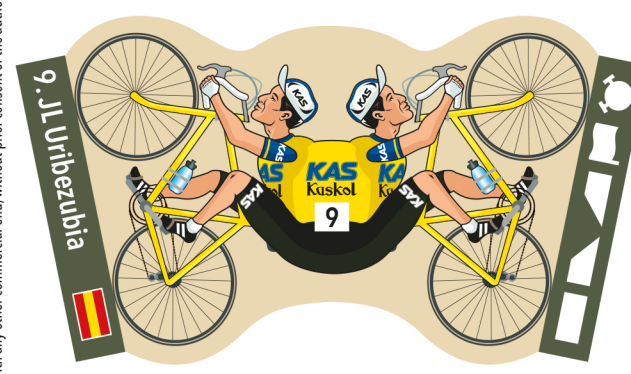
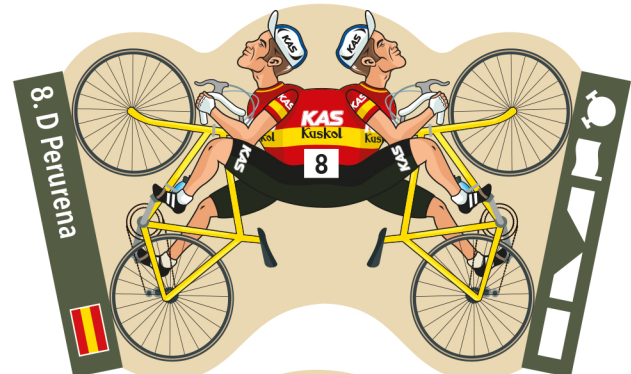
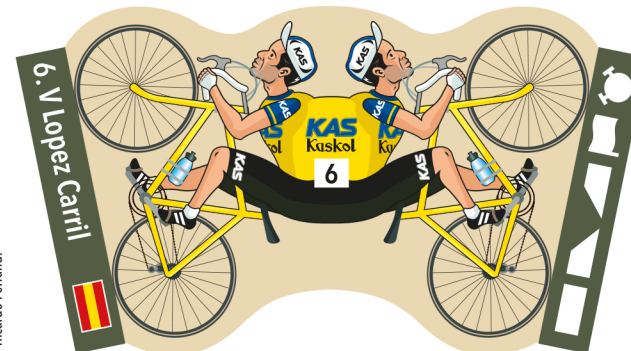
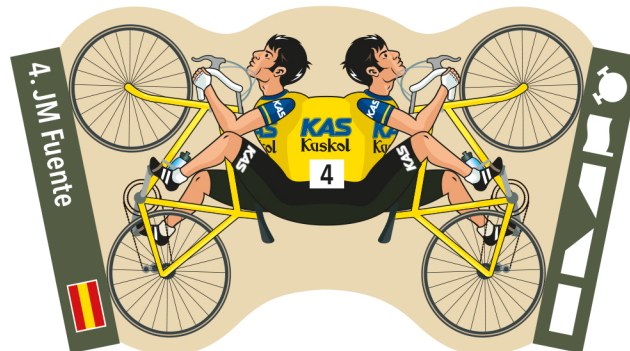
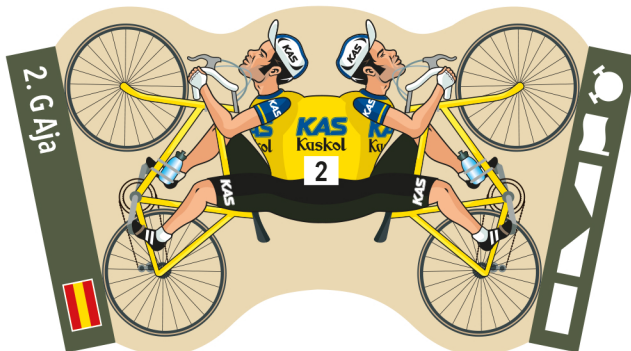
This A4 sheet contains riders with a 4 cm long base. If your game requires a different size for the base, make sure you have the correct reduction percentage when printing.

Some useful recommendations:

1. Print each sheet on an a label/adhesive paper of A4 size, so that you can stick it on a thicker cardboard sheet just afterwards (also A4 size of about 200 gsm - grams per square meter).
2. It is also advisable to laminate or to stick a transparent film on each printout, so that the riders might last for longer (otherwise every time you hold the rider with your fingers, you will be removing part of the ink).

3. Cut each of the individual riders from the sheet with scissors.

4. Using a regular pencil, hold the rider just next to it, and using your fingers roll the center of the rider on the pencil, in a way that the cardboard gets a round shape in the central area (check the picture).
5. Fold the lines that separate the rider from the base.
6. Place some tape under the base to connect the two halves. In case you want a more durable and stronger base just glue it to some strong cardboard rectangle with the exact measures of the rider's base. One other possibility is to use small plastic card stands, but make sure you find them in the appropriate dimensions for the riders' base length you want.



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