

# La Tour De Bike Rules

## SET UP:

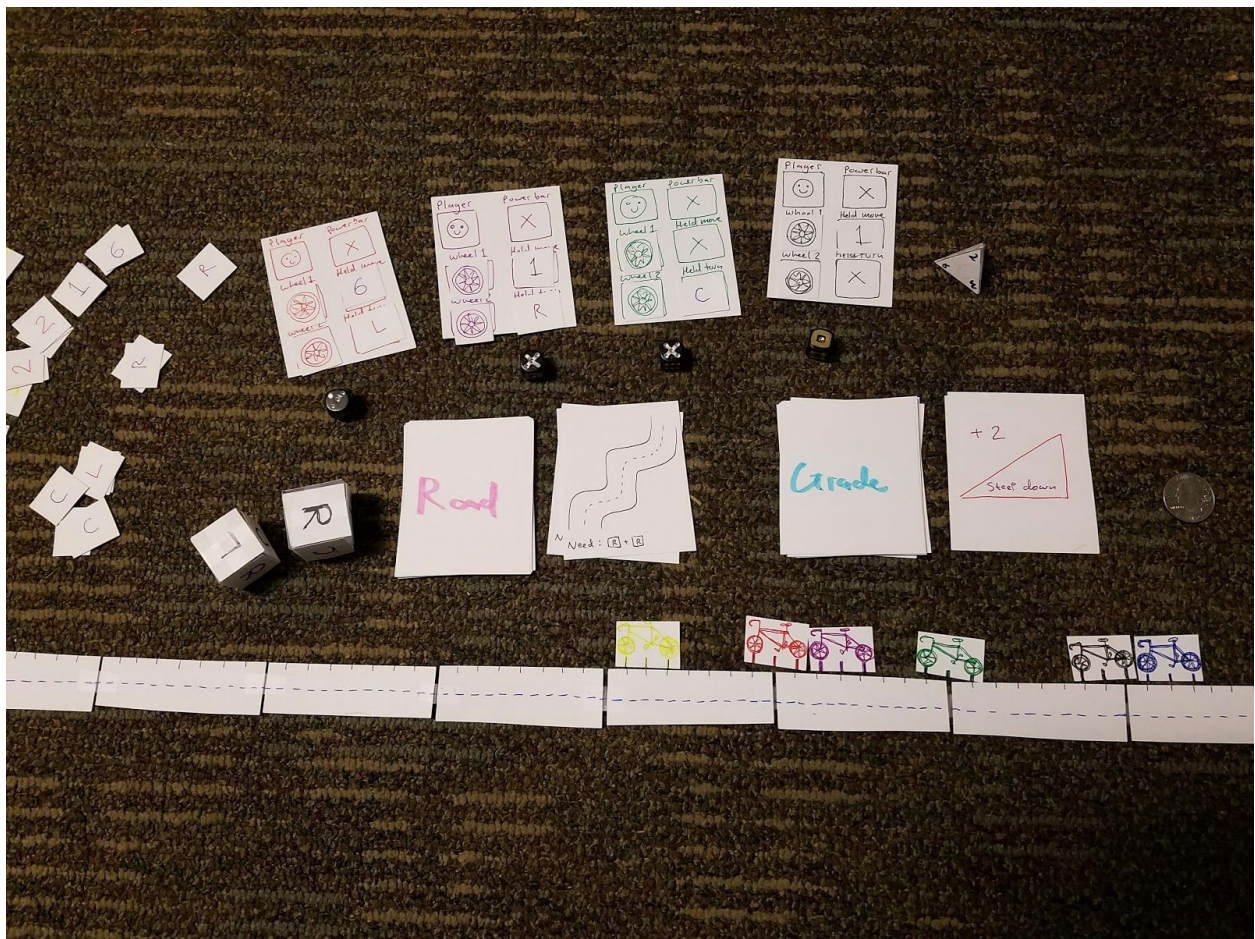
This game can be played with 2 to 4 players. There will always be 2 **OPPOSING BIKES** in play along with the other players

1) Each player will be given a **PLAYER CARD**

Each **PLAYER CARD** will have the corresponding color's **BIKE** and set of **BIKE WHEELS**

2) Set up the long **ROAD MAP** in the center of play

3) Place the bikes along the starting line, beginning with one of the **OPPOSING BIKES** at the very back and the other **OPPOSING BIKE** at the very front. Space the rest of the player's bikes out allowing two blue tick marks between each bike



## HOW TO PLAY:

1) Before any dice rolling takes place, flip over one **ROAD CARD** and one **GRADE CARD** and place them in the center of play, these will affect everyone equally. The **GRADE CARDS** will affect the player's bike by forcing the players to move +2, +1, +0, -1 or -2 spaces to their **movement roll** or **HELD MOVE**

NOTE: The **OPPOSING BIKES** will be affected by the **GRADE CARDS** but NOT the **ROAD CARDS**

2) Starting with the **OPPOSING BIKE** in the **FRONT** roll two 4-sided dice; this is always the first bike's movement roll

3) Next, evaluate the **ROAD CARDS**. Each player will roll the two 6-sided dice (the one's that contain the letters 'L', 'R', and 'C' on them, standing for 'LEFT', 'RIGHT', and 'CENTER' respectively) two times (ie: roll both dice once, then roll both dice again). Each **ROAD CARD** contains a letter, or combination of letters, that the players must match with these special dice

Each player will be given a choice as to what to do with these LRC rolls:

- a) The player may use any combination of the four total dice rolls to satisfy the **ROAD CARD** currently in play
- b) The player may choose to save one of these rolls under their **HELD TURN** spot
- c) The player may choose to use the letter in their **HELD TURN** spot if they didn't roll a combination of letters to satisfy the **ROAD CARD**

NOTE: The player can only save a roll in their **HELD TURN** spot if they don't already have a **HELD TURN** saved

If a player fails a **ROAD CARD** the player will crash and lose **ONE WHEEL**

4) Moving to the next bike from the front, then the bike after that and so on, each player will roll one 6-sided dice in secret as their movement roll

Each player will then be given a choice as to what they want to do with the movement roll:

- a) Use the roll as their movement roll and move that many paces forward
- b) Save that roll under their **HELD MOVE** slot
- c) Discard their movement roll and use their **HELD MOVE** slot to move that many spaces instead

NOTE: The player can only save a roll in their **HELD MOVE** slot if they don't already have a **HELD MOVE** saved

5) Starting with the **FRONT** player and moving back, everyone will move the amount of spaces they've determined and then shift their bikes that many spaces forward, backward or not at all. Next is to evaluate crashes or passes

Crashing: A player will crash into another player if his/her bike overlaps another player's bike after movement has been calculated. NOTE: The player in the **BACK** is always responsible for the crash and it is the player in the **BACK** that will suffer the loss of a wheel when a crash does happen

After a player crashes he/she will be punished with the loss of one of the wheels on their bike. If any player loses both his/her wheels, that player is out of the race and their bike will be removed from play

NOTE: Crashing does not affect the player in the front or in the back of the race.

Passing: A player will **PASS** another player's bike if he or she is able to completely overtake that player without overlapping in the front or back after their movement has been calculated. This will result in a successful **PASS** and the player who completed the **PASS** will be rewarded with a **POWER BAR**. POWER BARS can be used to stop the loss of **ONE WHEEL** if the player should crash again. If a player successfully **PASSES** another player and that player already has a **POWER BAR**, that player will be able to give the extra **POWER BAR** to any other player that doesn't have one already

NOTE: The player second from the front is able to pass the first **OPPOSING BIKE** if they can. However, should an **OPPOSING BIKE** fail to overtake a bike in front of itself and crash, it is not **OPPOSING BIKE** that will suffer a wheel loss but the player that was crashed into

HOW TO WIN:

This is a collaborative game, the players will win when at least one bike safely passes the finish line. The players will lose when there are no more bikes left in the race