SOLO VERSION

To play solo, just like in the 2 to 6 player version, you must first choose a course with the different sections (flat, sprint, and climb) using the removable strips, as well as the finish line strip, the “rock” tokens, and the “supply” tokens.

Next, choose a team (1 nation) of 5 cyclists and place them side by side in an order of your choice, just before the actual starting line.

You can now begin the solo game using exactly the same rules as the 2 to 6 player version, with one difference: instead of winning medals, the goal is to get 4 cyclists from your team across the finish line in the fewest number of turns. To help count the turns, you can place a base next to the square where the last cyclist of the team is located after each turn.

When the fourth cyclist crosses the finish line, count the number of turns (number of bases placed).

You must also count the number of spaces the fifth cyclist still needs to travel to cross the line. This number of spaces will serve as a tiebreaker in the event of a draw in another game.

Example

Game 1: 6 bases and 3 spaces left for the fifth cyclist to cross the finish line is a better result than

Game 2: 6 bases and 6 spaces left for the fifth cyclist to cross the finish line.

NB: To fully enjoy this solo version, it is recommended to choose a course that includes all three types of sections. For a richer game experience, also add **2 supply spaces** and the **6 rock spaces** to the course in the “climb” section.

EN ADDENDUM