

Variant: Endurance Mode

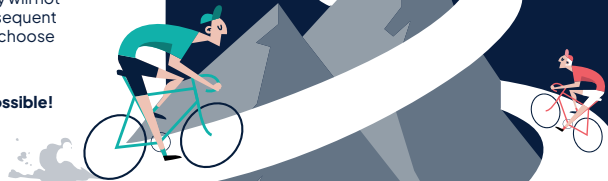
If you want a longer game, you can decide to run an «endurance» race. During the preparation of the race, each player takes an additional vitamin special card and the desired number of stages (2, 3, 4, or 5 per player). A pit stop will occur midway through the race, allowing all players to reclaim their special cards that have already been played.

Each stage lasts about 3 minutes. For a game with 4 players and 4 stages each, the race will consist of $4 \times 4 = 16$ stages, totaling around 50 minutes.

When choosing a stage, if the first player selects a flatlands stage in the first round, they will not be able to choose it again in their subsequent turns. However, other players can still choose «their» flatlands stage.

Whether it's a five-minute race or a week-long event, anything is possible!

TAPE L'ÉTAPE!



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TAPE L'ÉTAPE!

7+ 20' sprint 3-6 players



Object of the game

The goal of Tape l'étape is to win the race! It takes place over a series of stages. To win a stage, you need to **be the first rider to play all your cards**; the more cards your opponents have left in their hands, the more distance you'll put between yourself and them!

Contents of the box



48 cards numbered from 1 to 12 in 4 different colors.



24 specials cards with 3 Types : Vitamin, puncture, change of gear.



30 stage cards: Flatlands, Downhill, Mountain, Time trial, Broom wagon.



6 summary cards.

Preparation – Warm up:

Numbered cards, stages, and special cards are kept separate. The number of numbered cards used depends on the number of players:

- > For 3 players: Cards numbered from 3 to 10 in 3 different colors (Yellow, Green, Blue).
- > For 4 players: Cards numbered from 3 to 10 in 4 colors.
- > For 5 players: Cards numbered from 2 to 11 in 4 colors.
- > For 6 players: Cards numbered from 1 to 12 in 4 colors.

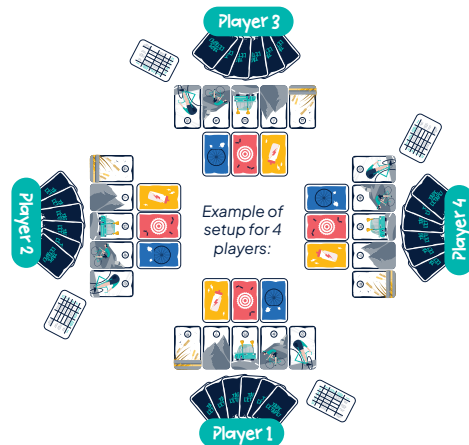
The remaining numbered cards are put back in the box and will not be used.

The numbered cards are then shuffled and dealt face down to all players. These cards form the players' hands, and each player will have 8 cards in hand.

Each player also receives 3 special cards: 1 Vitamin card, 1 Gear Change card, and 1 Puncture card, along with 5 stage cards (1 of each profile). The special and stage cards are placed face up in front of each player. Finally, each player receives a summary card.

Now it's time to make your first pedal stroke in the race!

For a classic game (the «sprint» mode in the app), the race takes place over 4 stages, with each player selecting one stage.



Ranking

Numbered cards from 1 to 6 add a 10-second penalty per remaining card. Numbered cards from 7 to 12 add a 30-second penalty per remaining card. The stage winner also earns a bonus of 40 seconds over the other players.

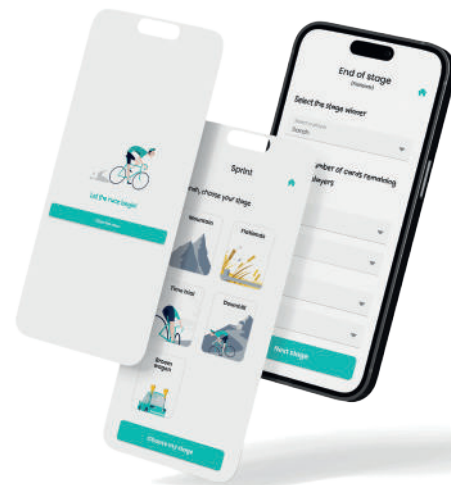
Exception: During a broom wagon stage, the last player to lay down their cards receives a 1-minute bonus, while the second-to-last gets a 30-second bonus. The other players receive nothing.

To keep track of the times, we recommend using our **dedicated app by scanning the QR code or visiting:**

<https://tapeletape.com/calculateur/>



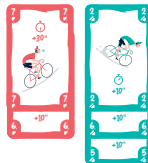
The app calculates the rankings in real-time for you.





Flatlands

The player who chose this stage must start a color column with a 6.



Players must then play a card that is either directly higher or lower than the cards already played, or start a new column with a 6. It's also possible to sprint on a flatlands stage, meaning a player can lay down their last two cards in a single turn (on one or multiple colors).



Time trial

The player who chose this stage sets the starting value for the columns.

All players have the option (but not the obligation) to play as many cards as they wish on their turn.

Players must play a card that is directly higher (if possible) or lower (if possible) than the cards already placed or start a new column at the chosen starting value.



Broom wagon

This stage is different. To win, you must be the last one to play your final card, not the first! The stage is played like a flatlands stage.

The player who chose this stage must start a color

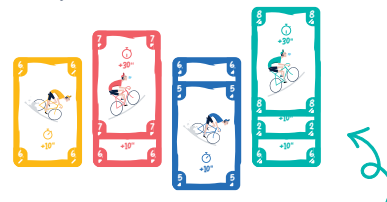
column with a 6. Players can then play a card that is directly higher or lower than the cards already placed or start a new column (with a 6). The stage ends once all players have no cards left in hand. If a player can play, they must do so.

Race Progression

The player who dealt:

- > Chooses the stage profile they impose on the other players out of the 5 in front of them and flips it over.
- > Then plays their first numbered card from their hand in the center of the table.

The other players will then take turns playing one card at a time to complete the color columns already laid out.



If a player can play, they are required to do so.
If a player cannot play, they must skip their turn.

The other players will then take turns playing one card at a time to complete the color columns already laid out.

The stage ends when the first player has played their last card. The remaining cards in the hands of the other players represent the time gaps. The numbered cards are then shuffled and redistributed to all players. Used special cards cannot be played again.

The player to the left of the player who chose the stage profile in the previous round starts this turn. They choose their stage profile, flip it over, and play their first card.

The race comes to an end once all stages have been completed (those chosen by each player). A player can also play a special card. A special card does not count as a turn, so they can play a special card followed by a numbered card, and even several special cards in succession!

It's up to you to find the right strategies to trap the other riders!

Special cards

To spice up the race, there are 3 special cards. They can only be played once in the game and are then discarded.



Puncture

To be played at any time, even when it's not your turn. It punctures a competitor's tire and makes him miss his turn. It can be played on yourself.



Vitamin

When it's your turn, you can exchange a card from your deck with a card drawn at random from a competitor's hand. The latter cannot retaliate with a vitamin against the same player during the same stage. After using a vitamin, the player can play immediately.



Change of gear

During your turn, you can play as many cards as you wish while following the placement order.

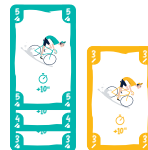
Stage Selection

There are 5 different stage profiles, each with its own unique characteristics.



Mountain

The player who chose this stage must start a color column with the lowest value (for 3-4 players: 3; for 5 players: 2; for 6 players: 1).

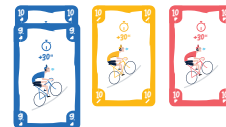


Players must then play a card that is directly higher than the cards already placed in one of the color columns or start a new column with the lowest value.



Downhill

The player who chose this stage must start a color column with the highest value (for 3-4 players: 10; for 5 players: 11; for 6 players: 12).



Players must then play a card that is directly lower than the cards already placed in one of the color columns or start a new column with the highest value.

Sometimes, a player may get off to a bad start!

If a player chooses a stage profile and cannot play the starting card, they must skip their turn (which can be to your advantage during a broom wagon stage).