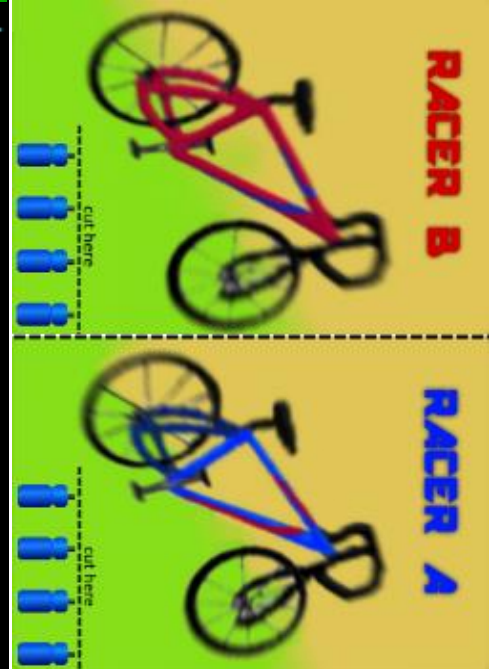
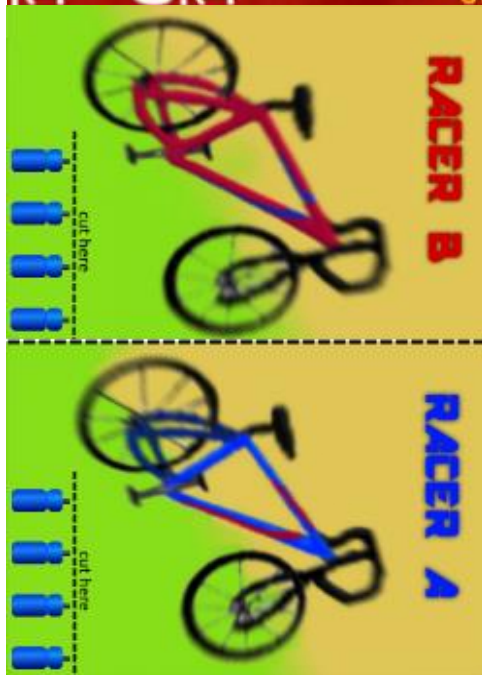
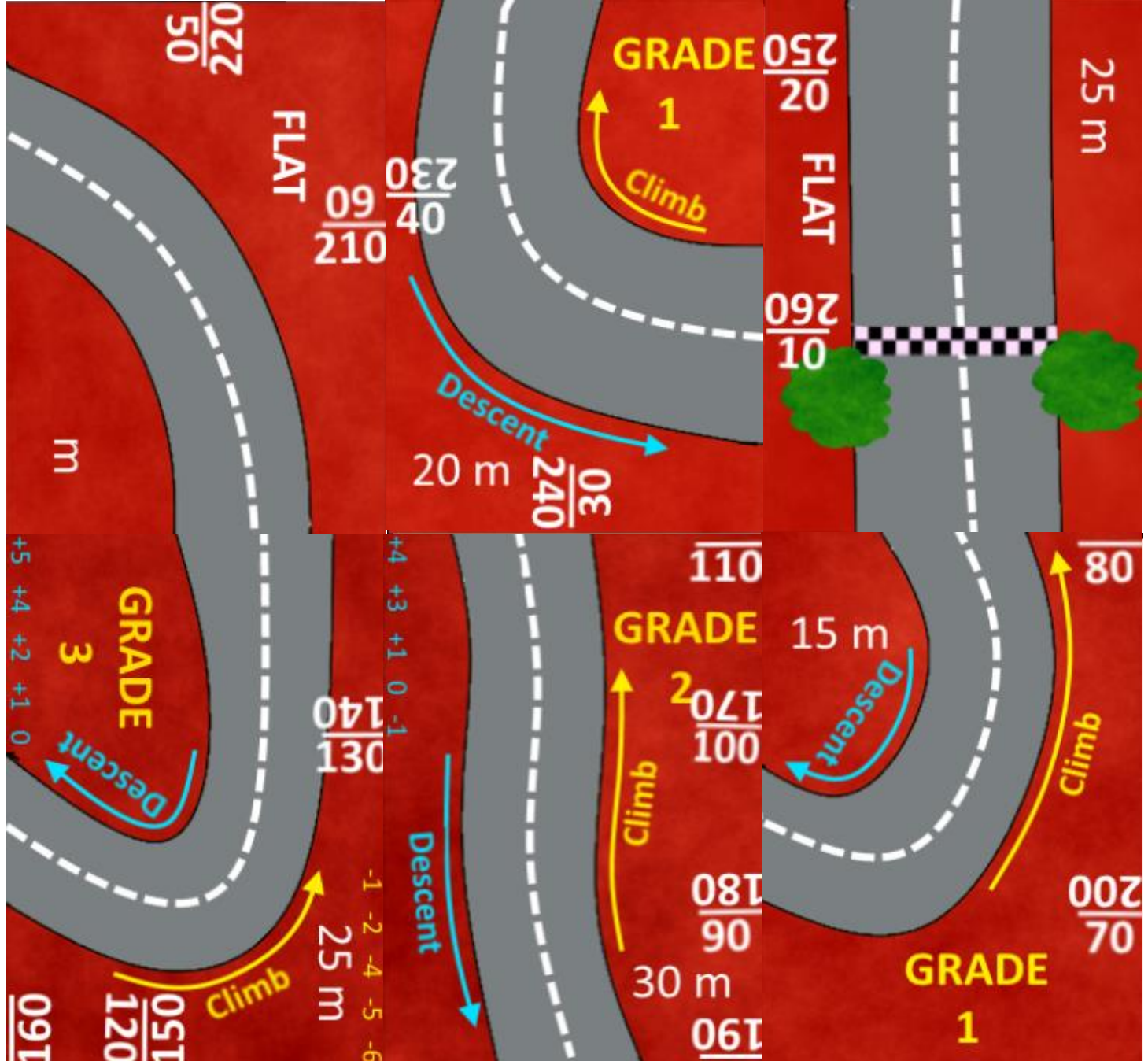


		ABILITY →							ABILITY →				
		1	2	3	4	5			1	2	3	4	5
GEAR 6	1	1	6	14	28	GEAR 6	1	1	6	14	28		
GEAR 5	1	2	8	15	17	GEAR 5	1	2	8	15	17		
GEAR 4	1	4	18	12	13	GEAR 4	1	4	18	12	13		
GEAR 3	2	5	8	18	12	GEAR 3	2	5	8	18	12		
GEAR 2	2	6	7	9	11	GEAR 2	2	6	7	9	11		
GEAR 1	3	4	6	8	18	GEAR 1	3	4	6	8	18		





Rules page 2/10

Assemble the stamina card, the gear card and the ability card like this.

This shows the ability you are using (Drafting)

This shows your current stamina (6 stamina)

This shows the gear you are on (gear 4)

Both racers start with 10 stamina and a gear of their choice.

Ability Card
Sprinting Use this ability to increase your speed for 1 turn.
Drafting Use this ability to reduce your energy cost for 1 turn.
Cadence Use this ability to increase your cadence for 1 turn.
Climb section attack Use this ability to attack the climb section of the track.
Smooth shifting Use this ability to change your gear for 1 turn.
Normal riding Use this ability to ride normally.

Gear Card
ABILITY →
GEAR 6 1 1 5 14 26
GEAR 5 1 2 8 15 17
GEAR 4 1 4 16 12 13
GEAR 3 2 5 7 9 11
GEAR 2 3 4 8 9 16
GEAR 1 5 4 8 9 16

Rules page 1/10

GAME COMPONENTS

- 6 track cards
- 4 energy cards
- 2 gear cards
- 2 racer cards
- 2 stamina cards
- 2 ability cards

SET UP

The race track is made up of 6 'track cards'. The front side of the track cards is a section of the first track - 'Road Race'.

Each racer gets 2 energy cards, 1 gear card, 1 stamina card, 1 ability card and one racer card.

← ↑

flat = +1
1 climb = 0
2 climb = -1
descend = +2

1 climb = +1
2 climb = 0
descend = +3

Flat = -1
1 climb = -2
2 climb = -3
descend = 0

1 climb = -1
2 climb = -4
1 climb = -3
flat = -2

→ ↓

← ↑

flat = +1
1 climb = 0
2 climb = -1
descend = +2

1 climb = +1
2 climb = 0
descend = +3

Flat = -1
1 climb = -2
2 climb = -3
descend = 0

1 climb = -1
2 climb = -4
1 climb = -3
flat = -2

→ ↓

Stage 1 - In this stage you will be racing with an automated opponent. Chose a racer you will race with. The other racer will act as the opponent. The opponent will go fixed number of meters each turn. You have to move his racer card and adjust his distance card accordingly. He will move as follows.
Flat 8 m Grade 1 climb 6 m Grade 2 climb 4 m Descend 12 m

Stage 2 - In this stage you will be racing on the 2nd track with an automated opponent.
Flat 8 m 1 climb 6 m 2 climb 4 m 3 climb 3 m descend 12 m 2 descend 15 m

Stage 3 - You will attempt to complete 1 lap in 15 turns or less by tracking number of turns on paper.

Night Ride: In this variant, you will racer on an unknown track. Place only the start card of either track before starting the race and shuffle the rest track cards. Start the race on that card. When any racer exceeds the distance of that card, he draws a track card, choses which side of the card to use and places it such that the road remains unbroken.

Family race: In this 3-4 player variant, you will form teams of 2 (in the case of 3 players, 1 player will act as both). In each team, 1 player is the manager and the other is the racer. The racer controls the energy usage and gear shifting while the manager controls the use of abilities. The racer and the manager have to co-operate and work as a team and win the race.

9
8
7
6
5
4
3
2
1
0

9
8
7
6
5
4
3
2
1
0

10
9
8
7
6
5
4
3
2
1
STAMINA

cut here

10
9
8
7
6
5
4
3
2
1
STAMINA

cut here

Sprinting Go twice the distance by losing 3 extra stamina
Drafting Till you are within 8 m behind a racer, get 1 extra stamina each turn
Cadence If you go 3 turns with a constant gear and energy, get 3 extra stamina
Climb section attack when going from any section to a climb section, lose 1 extra stamina to go +5 m
Smooth shifting Shift to any gear by going 5 m less (when going less than 5 m, go 0 m)
Normal riding

Sprinting Go twice the distance by losing 3 extra stamina
Drafting Till you are within 8 m behind a racer, get 1 extra stamina each turn
Aerodynamic If you go 15+ m for two turns, go 5 extra meters the next turn
Flat section attack when going from any section to a flat section, lose 1 extra stamina to go +7 m
Hydrating go 5 m less to gain 3 extra stamina (when going less than 5 m, go 0 m)
Normal riding

TRACK 2 - UPHILL ASCENT

The back sides of the 6 track cards have a section of the second track - 'Uphill Ascent'. Assemble the track cards as follows to race on uphill ascent track.

In this track, racers start from the bottom card and climb up to the last 'grade 3 card'. After they cover that card, they descend back to the start card.

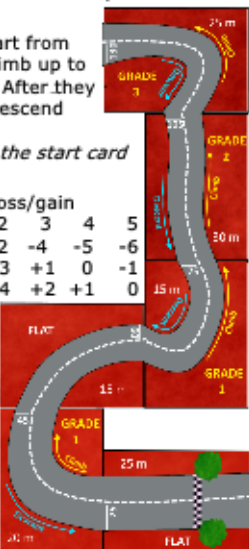
You also have to cover the start card to finish the race.

Stamina loss/gain

Energy used	1	2	3	4	5
Grade 3 climb	-1	-2	-4	-5	-6
Grade 2 descend	+4	+3	+1	0	-1
Grade 3 descend	+5	+4	+2	+1	0

The above information is also given on the respective track cards in the same format.

Climb of that grade
Descend of that grade



flat = +1
1 climb = 0
2 climb = -1
descend = +2

flat = -1
1 climb = -2
2 climb = -3
descend = 0

flat = -3
1 climb = -4
2 climb = -5
descend = -2

flat = -1
1 climb = -2
2 climb = -3
descend = 0

flat = +1
1 climb = 0
2 climb = -1
descend = +2

flat = -1
1 climb = -2
2 climb = -3
descend = 0

flat = -3
1 climb = -4
2 climb = -5
descend = -2

flat = -1
1 climb = -2
2 climb = -3
descend = 0

ENERGY USAGE AND STAMINA CONSUMPTION:

Energy cards: Each racer has 1 flip sided energy card that indicates the amount of energy he uses each turn. This is shown by rotating the card such that the number of energy you want to use faces upwards.



The racer is using 3 energy this turn.

Flip the card to use 5 energy or 1 energy when it is not on the face of the card.

The more energy you use, the more distance you cover that turn.

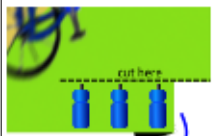
Stamina cards: Both racers have 1 stamina card with 10 stamina. You lose or gain stamina each turn according to the energy you use. Stamina loss/gain also depends upon the nature of the track.

Stamina lost/gained:

energy used	1	2	3	4	5
Flat Section	+2	+1	-1	-2	-3
Grade 1 climb	+1	0	-2	-3	-4
Grade 2 climb	0	-1	-3	-4	-5
Descend	+3	+2	0	-1	-2

This information is given on the energy card as per the energy used.

Hydrator: There are 4 "water bottle" symbols on the racer cards. This is the racer's hydrator. Racers only use hydrators on 2 or more laps of the road race circuit or 2 or more rounds of the uphill ascent track. Each hydrator bottle gives the racer 2 instant stamina. You can use a hydrator bottle by folding the edge of card as follows.



Hydrators add long term planning element but they are only in long distance races.

GAME VARIANTS:

Solo Championship:

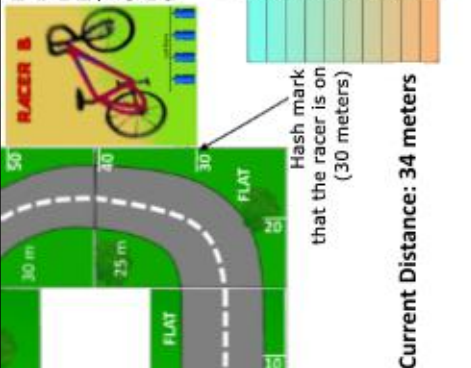
You are competing in the Cadence Road Racing Championship. This Championship has higher odds than you've experienced before.

The Championship consists of 3 stages/challenges an only when you complete all stages, you emerge victorious.

You have a team of 2 racers. you may chose which racer you can use for which stage. But as you go forward each stage, the difficulty increases. Do you have what it takes to be the Road Racing Champion?

Distance Card: by using other mechanics, you move a certain number of meters each turn. Each hash mark is 10 m apart. This card is used to track the distance covered between hash marks. This is done by using the arrows on the energy card.

Shows the number of meters covered beyond the hash mark (4 meters)

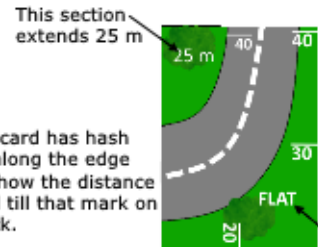


GAMEPLAY

MOVING ON THE TRACK:

Track Card: The track card is a section of the track which indicates:

- a) the distance of that section (in meters)
- b) the nature of that section (for eg. climb, descend etc.)



A track card has hash marks along the edge which show the distance covered till that mark on the track.

Racer Card: The racer card represents your racer on the track. You place your racer card alongside the track cards such that the bottom of your racer card is in line with the hash marks. You go a certain number of meters each turn and you move your racer card along the marks as you proceed. The two racer cards can overlap if necessary. Place them side by side when on the same mark.



TURN ORDER:

In a turn, a racer can do the following things in the following order:

- 1) Shift to any ability or stay at 'normal riding'.
- 2) Use any amount of energy
- 3) Shift one gear up or down (or stay on the same gear)
- 4) lose/gain the required number of stamina
- 5) Go the required distance (in number of meters) by moving your racer card along the hash marks. (or stay on the same hash mark if you if you don't reach the next mark)
- 6) Track the excess distance on the distance card.

END GAME:

In Cadence, you can adjust the play time according to your convenience by adjusting the number of laps required to win the race.

- 1 lap - 25 to 30 minutes
- 2 laps - 50 to 60 minutes (recommended)
- 3 laps - 75 to 90 minutes

The first racer to complete the required number of laps and arrive at the start card is the winner of Cadence - road racing championship.

If both racers finish the race on the same turn, the racer who goes the farthest across the finish line wins.

When you have stamina below a certain point, you can't use high energy that requires for you to lose more stamina than you have. For eg. if you have 2 stamina, you can't use 5 energy as it requires for you to lose 3 stamina. When your stamina hits 0, you may skip a turn to get 2 stamina.

GEAR SHIFTING:

Gear Card: The gear card has 6 gears. Each gear has numbers in front of it, which are the distance the racer goes in a turn according to the energy used. This distance differs from gear to gear. You can shift one gear each turn to try and maximize the distance you go per turn, and hence, your speed.

For eg. You can go 17 meters in a turn on gear 5 using five energy.

USING ABILITIES:

Ability Card: As they ride on the track, racers also have abilities like 'drafting' and 'sprinting' which they can use each turn. Some abilities like 'sprinting' give you extra speed but take up stamina while some abilities like 'drafting' and 'Hydrating' give you extra stamina. Some like 'climb attack' and 'flat attack' can only be used at a certain time.

Both racers have separate ability cards which have some common and some unique abilities.

Racer A has the blue ability card and Racer B has the red ability card.