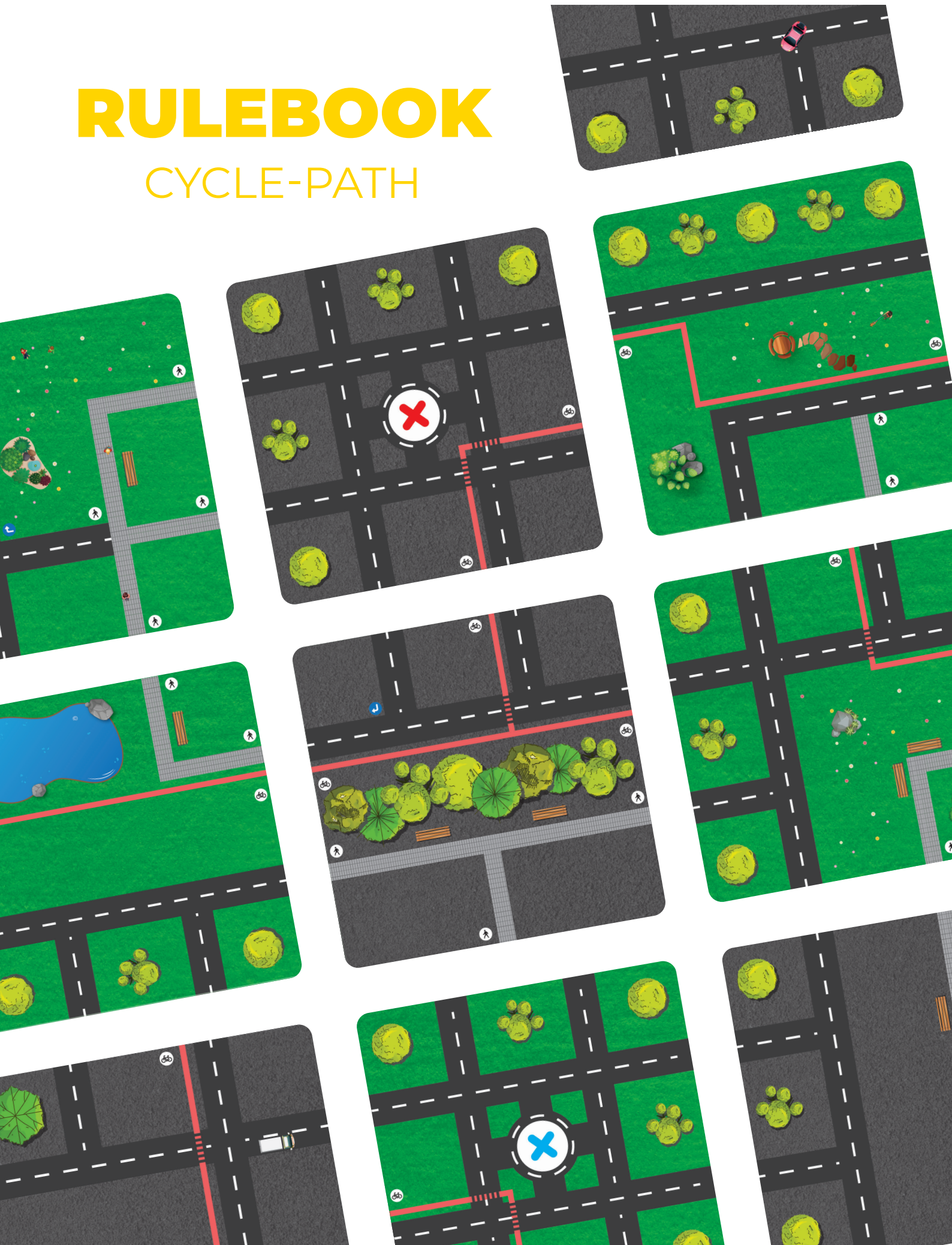


# RULEBOOK

## CYCLE-PATH



## **Imprint**

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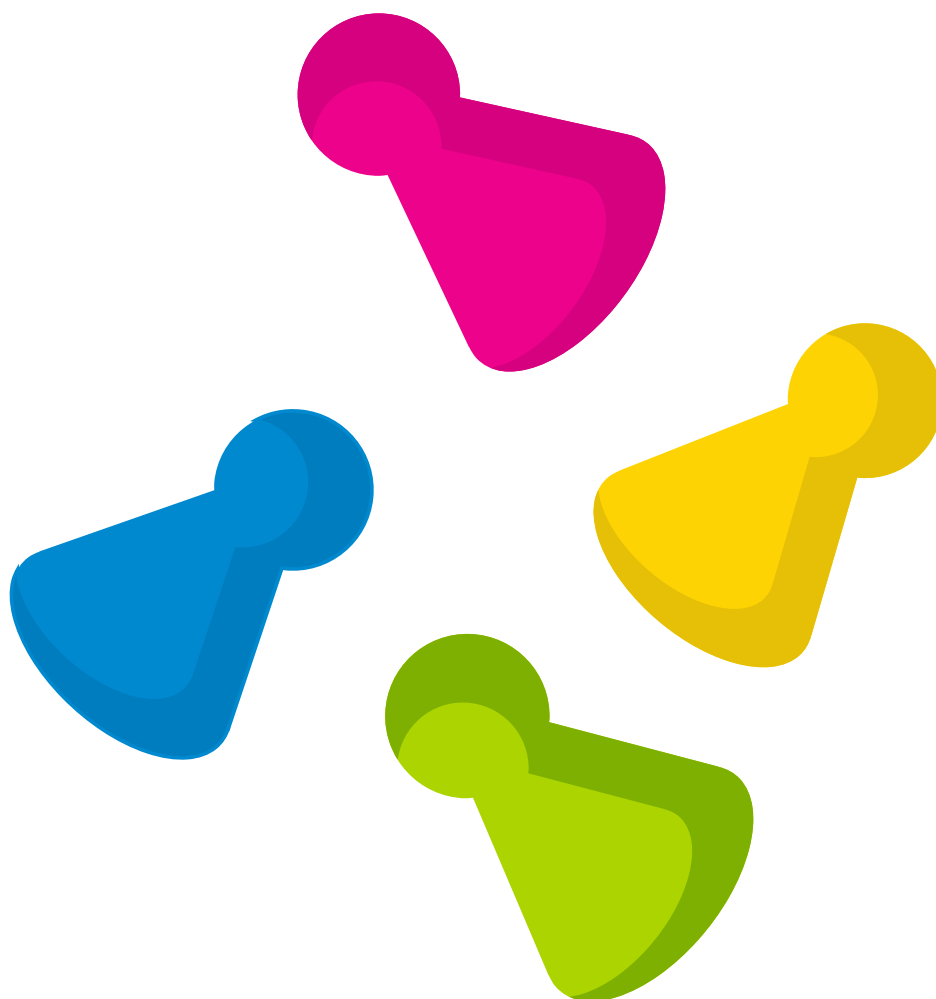
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## Introduction

Can you cycle faster and smarter than your friends to the goal? Today you will find out the answer. Cycle-Path is a 2-4 player Board Game where you make smart use of the roads and paths while on bike. You better follow the rules for traffic safety to avoid paying penalty. Further trouble in the mix that you will need to face will be added with the use of the cards. Pay attention to the map and look closely on the road to victory!

## Goal

The winner is the first to reach the X-mark with their colour. (Unless You are playing one of the pre set versions), to accomplish this goal you and the other player(s) will need to reveal more and more tiles until your x-mark tile is found.

Until then, the tiled board will also have stop stations (1. For Water, 2. For mandatory safety equipment and 3. For additional safety equipment) that You will probably have to visit as a result of the Situation Cards or initiative. By playing some of the Special Traffic cards You can directly influence your opponent. How much you can move will depend on the type of roads/paths you take, and the situation on the tiled board.

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## In this box

4 figurines/pawns of bike riders (yellow, blue, red and green)

25 map tiles (1 starting map tile, 4 goal map tiles, and 20 regular map tiles). When playing with 3 players take out 6 from the tiles marked "to take out" or 8 when playing with 2 players

3 figurines of stopping stations

5x4 tokens in the correct color for the goods You buy from the stopping stations

29 special cards + 5

8x3 situation cards

4 initiative cards

1 small box representing the city Cass

60+ coloured chips (15 for each player/colour)

1 pricelist, 1 repair handbook



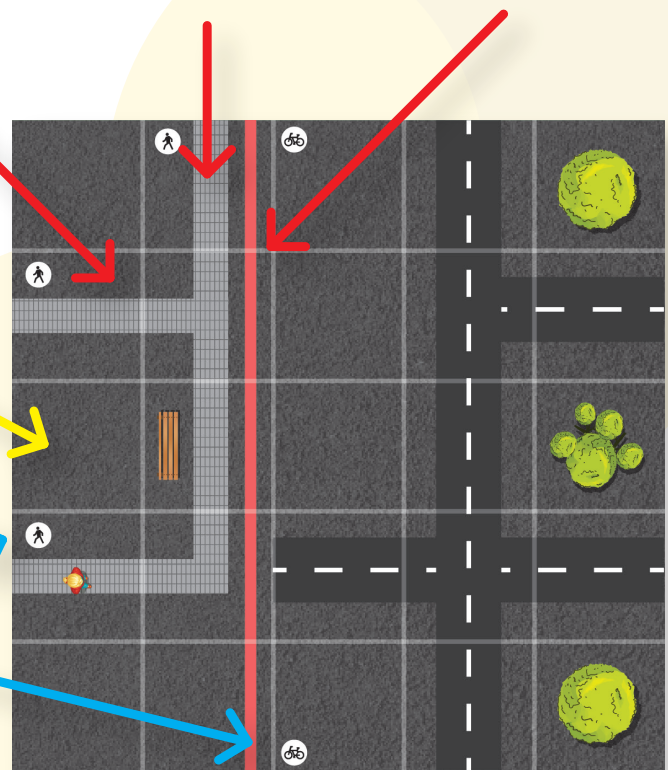
## The tiles

First, let us learn about the map tiles. This is where your pawn will be moving.

The type of road/path will affect how much you can move. The bicycle path is the fastest and allows you to move 6 grid squares each turn. A paved road allows you to move 3 grid squares, and a dirt road and pedestrian path allow you to move 2.

Each map tile has 25 total grid squares (5 on each side, 5x5). They are used to see how much you can move.

There will be different signs on the map that will affect what you can and can't do.



When connecting the tiles, pay attention on the edges and the type of paths that touch each other. It is not allowed a street to continue into a bike path or similar.

Every time it's their turn, the player has the right to enlarge and design the playing board by pulling off random tile and setting it the right way next to one of the tiles already set down.

After 2 full circles (all players had 2 turns) and the first player's turn, the next player has the right to choose to either set a tile or a Stopping Station

# Stopping Stations

3 Stopping Stations-3D figurines of towers, allowing the bike pawn to step onto the square where they are set under the top platform with mark of the type of the Station.

## ^ Water Stopping Station

## ^ Mandatory Safety Equipment (light, bell)

- Brakes and catadioptric surface they have already

## ^ Additional Safety Equipment (reflecting vest, trunk, helmet)

Stopping Station Tower must be set at least 10 squares from the starting point. The square/field where You set the station tower has to be paved or ground/grass (free from trees, rocks, paths). When inside the Station, each player can buy for them selves from the goods they offer with chips according to the Pricelist and receive a Token representing the player owns that good.

# The cards

Now, let us get to know the cards. There are 3 types of cards:

a. SPECIAL TRAFFIC CARDS (28+1+5): You can use these cards to help you reach your goal, or to hamper the other players.

You will always find guidance on what each sign means and tips for different situations

Each card will have text explaining the card's effect.

The card will also specify when it can be played.



Be aware of obstacles on the lane when riding your bike

Put a token of your color in any bike lane. For the rest of the game, either player will take a complete turn to move past him.

It can only be played on your turn.

You can have 3 Special Traffic cards on your hand. If you have less than 3 cards at the beginning of your turn, draw cards from the card pile until you have 3. You can play Special Traffic cards in accordance to what is said in the cards regarding when they can be played.

At any time you can give up on playing a turn in exchange for discarding your current hand and withdrawing a new hand of cards.

After you play it, put it in a discard pile next to the pile of special TRAFFIC cards near the square net of paths.

b. SITUATION CARDS (8X3): These cards are like Mission cards, every time a player **decides to switch from bake lane to other type of path/surface** they have to take one card from the top of the SITUATION cards pile (placed near the squares net). The player can not finish the game unless they fulfil the cards requirement according the situation it presents. So these cards give the players the direction of movement before the X-marked tile shows up.

c. INITIATIVE CARDS (4): These 4 cards stay open (face up) next to each other and they have prices on them. At any point of the game a player or a group of players with agreement can collect and pay the chips necessary to raise any of the 4 initiatives to the City Cass and from that moment that initiative is like a law for all players.

For example, if they raise Mandatory helmet initiative, they will all have to have helmet (visit additional equipment station and buy it) in order to finish the game.

When a card asks if You know something You need to say it out loud in front of other players and they confirm or dismiss if You really know it by checking the handbook (it includes useful info for basic bike maintenance and first aid)

If a card asks the player to buy something, they have to first reach the station and then pay. The prices are in the pricelist.

**Price list:**

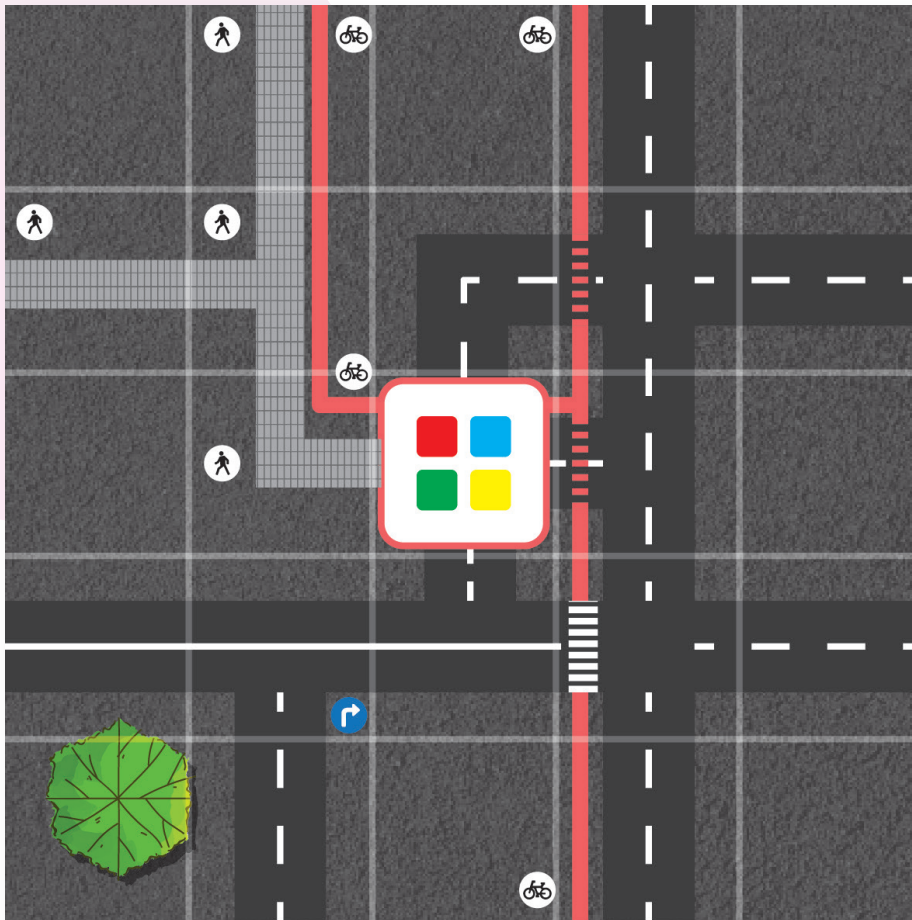
<b>Water Bottle.....</b>	<b>2</b>
<b>Bell.....</b>	<b>1</b>
<b>Light.....</b>	<b>2</b>
<b>Helmet .....</b>	<b>4</b>
<b>Reflecting Vest.....</b>	<b>3</b>
<b>Trunk.....</b>	<b>5</b>



## Let's ride! (Set up)

It is time to ride, follow the below steps to set up the game:

1. Choose your pawn from the four available colours.
2. Place the start tile on the table. You will recognise it as the one with the colours of each pawn.



3. Shuffle the remaining map tiles.
4. Each player places their pawn on the centre of the tile in their respective colours.
5. Shuffle the deck of special effect cards.
6. Each player draws 3 special effect cards, and holds them in their hand.
7. The player that has most recently ridden a bicycle plays first.
8. When a player's turn finishes, the next player going clockwise plays.



## How to play

### MOVEMENT

The game starts with the player that has most recently ridden a bicycle choosing a road/path and taking it. On any given turn, a player can move:

- 6 grid squares on a bicycle path;
- 4 grid squares on a paved road;
- 2 grid squares on a pedestrian path;
- 2 grid squares on a dirt road.

If the player does a combination of different paths, the available moves depend on the previous moves.

### Allowed combo movements (by squares):

B=Bike path S=Street/paved G=pedestrian/Ground

6 B + 0 S + 0 G

3 B + 2 S + 0 G

3 B + 0 S + 1 G

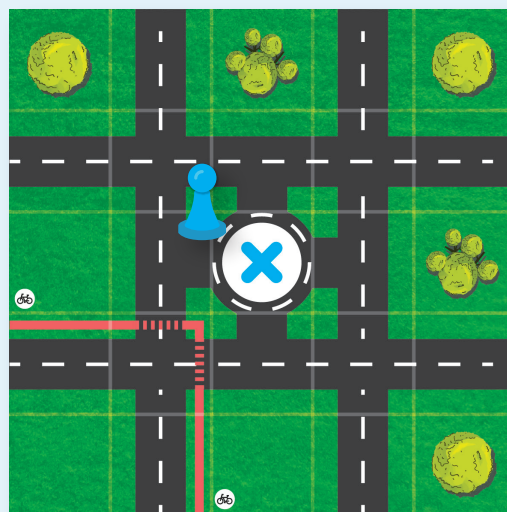
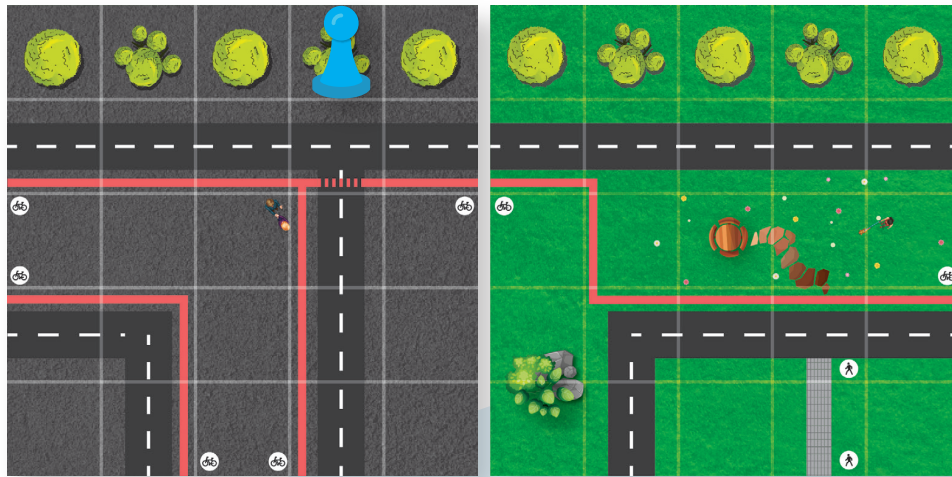
0 B + 4 S + 0 G

0 B + 2 S + 1 G

0 B + 0 S + 2 G

You can move through any roads and paths that make sense. Meaning, you can turn in different directions when there is a road/path, but you cannot go through buildings, rock, water, other cyclists.

When you reach the edge of a tile, you take a map tile from the pile and add it to the map.

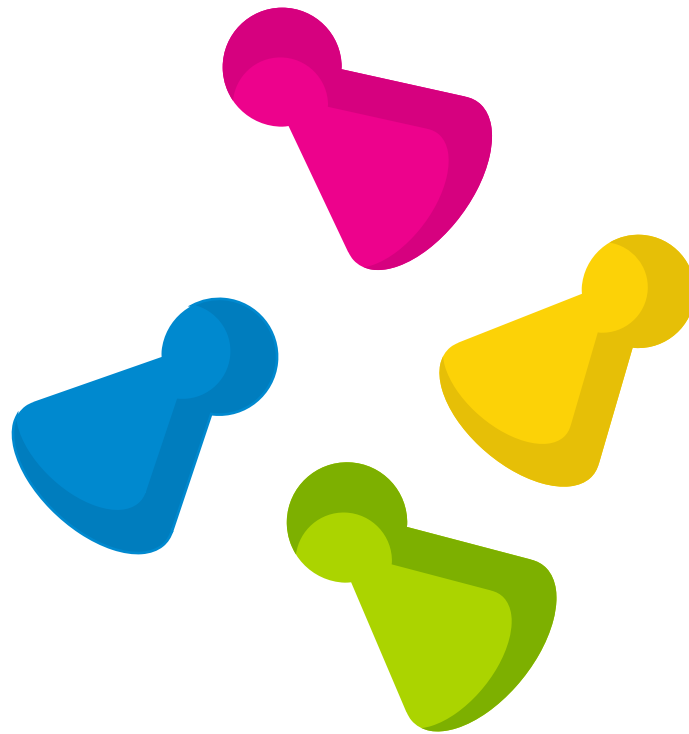


With Your pawn You have to move in the set direction and considering You are on a bike, **moving backwards is not allowed**, meaning in order to change your direction for 180°, You will have to turn and pass through 3 squares

## TURNING

**Every Player when turning left or right is obligated to signalize with their hands accordingly**

In case they do not, and another player notices and reports, the player who did not signalize pays **penalty of 1 chip** in the City Cass in order to go on. If the player is out of chips for paying, they can sell Tokens to other players or they can't move but when is their turn they can withdraw new hand of cards in order to get to the card that might get them some chips.



This rulebook is part of the Cycle Path Game, project New Wheels of Change  
<https://ecologic.mk/new-wheels-of-change/>

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