

VELONIMO®



25th
CENTURY

A GAME BY BRUNO CATHALA
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2 TO 5 PLAYERS, AGES 7 AND ABOVE

COMPONENTS



49 Racer cards

Seven Racer teams, each a different color

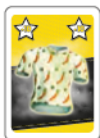


Each team has the same seven animals (Tortoise, Camel, Bear, Cow, Tiger, Goat, Cheetah) numbered 1 to 7



6 Breakaway Specialist cards

The Breakaway Specialist (Hare) works alone and does not belong to a team. The values range from 25 to 50.



1 Leader of the Pack Jersey

With a striking peas-and-carrots pattern, this card is awarded to the player who is in the lead. Do not shuffle it with the other cards, but place it in front of the player who has the most points.

In **VELONIMO**, animals of all stripes compete in a wacky cycling race!

GOAL OF THE GAME

Race to the summit to score as many points as possible and win the coveted **Leader of the Pack Jersey!**

To win a race, you must be the first player to **get rid of all your cards.**

Racer cards may be played alone or in specific combinations (same color or same value – see page 4).



VICTORY

The game has 5 rounds, each representing the ascent of a different mountain summit by riders in a cycling race.

To win the round, you need to get rid of all of your cards before any other player.

Even if you are not the winner, you can still score points for your position. Keep playing until there is only one player left.

At the end of each round, the player with the highest points total is the leader and receives the Leader of the Pack Jersey.

The player who receives the Jersey at the end of the last round, after the final scoring, is the winner!

HOW TO PLAY

GAME SETUP — FOR 3 TO 5 PLAYERS :

1. Set aside the Leader of the Pack Jersey. It is not used in the first round.
2. Shuffle the 55 remaining cards.
3. Deal **11 cards** to each player.
4. Set aside any remaining cards.



In each round, the starting player is the one with the lowest total points. If there is a tie, the player who scored the fewest points during the previous round goes first.

Since all players start the game with zero points, the youngest player takes the starting position on the first round.

GAMEPLAY

In cycling, an **attack** is a sudden attempt to get ahead of the other riders.

The starting player begins the round by making their attack. They must play either a **single card** or a **combination of cards**.

PLAY A SINGLE CARD

The player announces the value of their card and places it face up in the center of the table. The value of a single card is the same as its number.



Camel
Value: 2



Tiger
Value: 5



Hare
Value: 35

PLAY A COMBINATION OF CARDS

A combination is valid only if all of its cards have the same color or the same number. The total value of a combination is determined as follows:

- Add 10 points for each card in the combination.
- Add the value of the weakest card.



Example: **Same color**

3 cards x 10 points each = 30

Weakest card = 2

Total value: $30+2 = 32$



Example: **Same number**

4 cards x 10 points each = 40

Weakest card = 4

Total value: $40+4 = 44$

Hares cannot be played in a combination. They work alone!

The player announces the value of their combination and places it face up in the center of the table.

Then the player to their left can take their turn, choosing to either **pass** or **counter-attack**.

PASS

The player decides to take it easy and tuck in close behind another racer!

When you pass, simply say "Pass" without playing any card. The player to your left can then take their turn.

COUNTER-ATTACK

The player decides to make their move to take the lead!

When you counter-attack, you must play a card or a combination of cards whose value **exceeds** the previous player's card (or combination of cards). Announce the new value and play your card(s) in the center of the table, covering any previous card(s).

END OF ATTACK

Once **all** players pass – in other words, no one wants to play any more counter-attacks – the attack ends. The player who played last is in the lead.

That player discards all the cards from the center of the table and launches **a new attack** with a single card or a combination of cards (exactly like the beginning of the round).

EXAMPLE — 3-PLAYER GAME:

Player 1
Attacks



Value: 2

Player 2
Passes

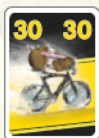


Player 3
Counter-attacks



Value: 24

Player 1
Counter-attacks



Value: 30



IMPORTANT!

- **You are not required to play a counter-attack** just because you can. Playing the right combination at the right time (or saving it for later) is the key to victory.
- **You can counter-attack after you have passed.** You can wait until other players have counter-attacked before playing your own. The attack ends only when ALL players pass.
- **Do not play your best combinations too fast!** Make sure to take the lead when your opponents can no longer counter-attack. This will allow you to play your final cards more easily.

Player 2
Counter-attacks



Value: 44

Player 3
Passes



Player 1
Passes



Player 2
Passes
End of attack

Player 2 discards all cards from the center and launches a new attack.



LEADERS

Counter your opponents' strategies!

The Leader card (Tortoise — card number 1) has a bonus ability when you play it. For each Leader you play (as a single card or in a combination), **you can take a random card from an opponent's hand.** If you play several Leaders at once, take up to that many cards from the **same opponent.**

For each card that you take, you must give **one card back.** It can be the same card you received, if you don't want it.



1 Leader

You may take 1 card from an opponent and give them 1 card back.



3 Leaders

You may take 3 cards from an opponent and give them 3 cards back.

Use your Leaders wisely to achieve victory!



END OF ROUND & SCORING

A standard game plays in 5 rounds. Each round represents the ascent of a summit, in ascending difficulty (1 to 5).

As soon as a player plays their final card they immediately score points according to the table below.

Play continues even after someone plays their final card. Other players continue to pass or counter-attack, and start new attacks, until all players have played their final card.

If a player plays their final card and all opponents pass after them, then that player chooses who launches the next attack.



Round	1	2	3	4	5
For each opponent still in play when you play your final card, you score ...	1 pt	2 pt	3 pt	4 pt	5 pt

Example: **4-player game, Round 2**

The player who is first to play all their cards scores **6 points** (3 opponents x 2 points). The second player scores **4 points**. The third one scores **2 points**. The last player scores 0 points (since there is no one left). Each player scores their points and adds them to their total from previous rounds.

Feel free to change the number of rounds or their difficulty (points per remaining opponent) for shorter or longer games. You could even recreate the stages of a real cycling race!

THE LEADER OF THE PACK JERSEY

At the end of each round, check the **total** score of each player. **The player with the most accumulated points receives the Leader of the Pack Jersey.** If there is a tie, the player who scored the most points during the previous round receives the Jersey.

The Jersey is a **bonus card** that can be played **once per round** to add +10 points to any single card or combination of cards. It **cannot** be played with a Breakaway Specialist card (Hare).



Value: 53

Combination 43
+ Bonus 10



Value: 11

Single Card 1
+ Bonus 10

(Also, you may take 1 card
from an opponent and
give them 1 card back.)

The Jersey always remains **face up** on the table in front of its current owner until it is played. It is **not** in their hand and therefore cannot be stolen by a Leader.

END OF GAME

After scoring at the end of the final round, the player who owns the Leader of the Pack Jersey wins the game!



2-PLAYER GAME

Once you're familiar with the rules of VELONIMO, you can try the **Duel** variant for two players.

2-PLAYER SETUP

1. Set aside the Leader of the Pack Jersey. It is not used in the first round.
2. Shuffle the 55 remaining cards.
3. Deal **11 cards** to each player.
4. Place the leftover cards face down to form a **draw pile**.
5. Reveal the top card and place it face up beside the draw pile.

Player 1



Draw pile



Revealed card

Player 2



SPECIAL RULES FOR 2 PLAYERS

Apply the same rules as in a 3-5 player game, with the following changes:

» FINAL SCORING FOR 2 PLAYERS

The first player to reach 8 points or more is the winner, even if it takes fewer than 5 rounds.

» WATER CARRIER (CAMEL)

Each time you play a Water Carrier card (Camel — card number 2), you **must** add the top card from the draw pile to your hand.

If you play a combination of Water Carrier cards, draw one card for each Water Carrier card played.



Example:

3 Water Carriers

Add three cards from the top of the draw pile to your hand.

» WHEN YOU WIN AN ATTACK

Each time you win an attack (because your opponent did not counter-attack), **take the revealed card** from beside the draw pile. You can either **add it to your hand** or **force your opponent to add it to their hand**.

Reveal a new card from the top of the pile to replace it and begin a new attack.

» LEADER OF THE PACK JERSEY

At the end of each round, award the Jersey as usual to show who is the leader. However, note that **the Jersey does not grant any bonus ability** in this variant.