

**GAME GUIDE**

Le  
de TOUR  
FRANCE



# Pro Cycling Manager

Season 2012

## **IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES**

### **Photosensitive seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Join the Pro Cycling Manager community at

**[WWW.CYCLING-MANAGER.COM](http://www.cycling-manager.com)**

for latest news, downloads and Forum!

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## **HELP - TECHNICAL SUPPORT**

If you encounter difficulties installing or running Pro Cycling Manager 2012, do not hesitate to contact our technical support department by email.

**Technical support:** <http://www.focus-home.com/support/pcm12>

**E-mail:** [support@cycling-manager.com](mailto:support@cycling-manager.com)

For all Technical Support requests please ensure you provide precise details of your query to our technical support team. These details should include the following points:

- Type of problem?
- When does this problem occur?
- Does this problem occur each time?

Please also include information about your computer (processor speed, graphics card, DirectX version, driver versions).

For further information on the resolution of problems, please consult the support section from Pro Cycling Manager 2012 Launcher Menu or consult our technical support.

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# • 1.SYSTEM REQUIREMENTS AND INSTALLATION

## 1.1.SYSTEM REQUIREMENTS

### MINIMUM REQUIREMENT

**OS:** WINDOWS XP SP2/VISTA SP1/WINDOWS 7

**PROCESSOR:** PENTIUM4 2.2GHZ/ATHLONXP 2800+

**RAM MEMORY:** 1024 MB (XP)/2048 MB (VISTA/7)

**3D GRAPHICS CARD:** 128 MB 100% DIRECTX 9 AND SHADERS 2.0 COMPATIBLE

NVIDIA GEFORCE 6600/ATI RADEON X700 OR HIGHER\*

**MINIMUM RESOLUTION:** 1024X768

**DVD-ROM:** 2X DRIVE

**HARD DISK SPACE:** 7 GB

**SOUND CARD:** DIRECTX 9 COMPATIBLE

INTERNET CONNECTION REQUIRED FOR ONLINE GAME AND GAME ACTIVATION

\*INTEL GRAPHICS CONTROLLERS LOWER THAN GMA X4500 NON SUPPORTED

### RECOMMENDED CONFIGURATION

**OS:** WINDOWS XP SP2/VISTA SP1/WINDOWS 7

**PROCESSOR:** AMD/Intel 2.6GHZ

**RAM MEMORY:** 2048 MB (XP/VISTA/7)

**3D GRAPHICS CARD:** 512 MB 100% DIRECTX 9 AND SHADERS 3.0 COMPATIBLE

NVIDIA GEFORCE 8600GT/ATI RADEON X1900 OR HIGHER\*

**MINIMUM RESOLUTION:** 1024X768

**DVD-ROM:** 2X DRIVE

**HARD DISK SPACE:** 7GB

**SOUND CARD:** DIRECTX 9 COMPATIBLE

INTERNET CONNECTION REQUIRED FOR ONLINE GAME AND GAME ACTIVATION

\*INTEL GRAPHICS CONTROLLERS LOWER THAN GMA X4500 NON SUPPORTED

Do not attempt to overclock your processor nor any other component. You run the risk of damaging it permanently and making the PC too unstable to run this or any other program. We recommend that you install the most recent drivers for your video and sound hardware. DirectX 9.0c or above must be installed on your system.

To play over the Internet you must have a dial-up or broadband Internet connection. An Internet firewall may cause the screen to freeze. For **Pro Cycling Manager** to run you will have to authorise «PCM.exe» to access the network. Should you still have trouble you may have to deactivate your firewall (NB : a firewall protects your PC so deactivating it reduces the level of security). Should you do so, it must be reactivated when you have finished playing!

With a DirectX compatible sound card installed on your system, it is possible to play any MP3 or OGG music files. The files must be placed in the «\Sound\Music» directory.

## 1.2. INSTALLATION

At the end of the installation, you will be asked to enter an activation key. This key has been provided to you when you purchased the game.

Please copy this key in the appropriate box and click on "OK" to confirm.

If you get an error message, please first check if you have correctly entered the key.

If you still have a problem, please contact the technical support.

In case you did not receive the key, please contact the website support where you have bought the game.

**Uninstall:** When uninstalling the game, you will get a message warning you that the product is going to be deactivated, which means that you won't have the possibility to play the game once again on this computer, unless you reactivate it.

After clicking on "Deactivate", select "Yes", if you are sure you want to deactivate the game from the computer. Then, you will be able to install the game on another computer after reactivating your key.

If you don't want to deactivate the game from your computer, please select "No".

## 1.3. LAUNCHING THE GAME

To launch the game, double click on PCM2012 shortcut from your desktop or from the Start Menu. Before launching the game, make sure you close all applications before launching Pro Cycling Manager, so that the game has maximum power at its disposal. Antivirus software can significantly slow disk access so you may be required to deactivate it (NB: antivirus software protects your PC so deactivating it reduces the level of security). Should you do so, it must be reactivated when you have finished playing!

The first time you run Pro Cycling Manager you must activate the game via Internet. This requires you to be connected to the Internet and to enter an Activation Code which is printed on the back of the game manual. If you encounter problems with activation you must follow the instructions displayed on-screen. You must not lose your Activation Code or you will not be able to install the game in the future.

### START MENU:

When Starting the game, you get first the Start Menu. This menu offers you of course to start the game, but also several options as consult the game manual and the technical support pages.

**DB Editor:** the database editor allows you to create your own game database. For more information check out the Pro Cycling Manager forum.

**Stage Editor:** This program is dedicated to create Stages. You can create all types of stages with this tool. Please note that Cyanide and Focus won't provide any documentation or support about Stage Editor.

At the bottom of the Start Menu, you'll find a stream with all latest news on the game.

## ● 2. PLAYER PROFILE

When you click on the «Play» button you step right into a whole new facet of **Pro Cycling Manager**: player profile. The main aim is to dissociate the identity of a player from that of his PC and this will allow several different players to share the same machine, but for each to have an individual status. This same profile name can be used to play via the Internet (if it has not already been taken online by another player). Here again we hit upon a new facet of **Pro Cycling Manager**: integrated online play. Since season 2011, the Cyanide GameCenter ceases to exist. It will still be available for play with previous versions of the game, but from now on you access online games via the «Armada» button on the game menu page.

Player profile also opens the door to a system of achievements. These are a series of exploits which are split into three groups - Career, Race and Track - and they range from the 1-star «Sign a rider» to, for example, the «Extra-terrestrial» performance of winning the three grand tours with the same rider within the same year.

The first time you launch the game you will be asked to «Create a new profile». This will require you to enter a «Profile name» (alphanumeric characters without spaces) as well as a valid email address and a Player Key which is found on the back of the game manual. You do not need to be connected to the Internet to create and activate a player profile. If you intend to play online at some stage it would be worth checking straightaway to see if your chosen profile name is free!

You can create any number of profiles on your local PC, but only three online accounts can be associated with any «local PC» profile. Moreover, a profile is stored on the local PC, not on the Internet so you will not be able to find it if you use a PC other than your own. Please note that careers are associated with a given profile and so if you delete a profile you will also delete games, replays etc which used that profile.

## ● 3. GAME MENU



### 3.1. MAIN MENU FUNCTIONS

**Single Player:** Launch a Career, a Stage Race, a single Stage, a Classic race or a Track race.

**Armada:** Create your team then develop it little by little in order to compete online with the world's best Pro Cycling Manager players.

**Online Track Racing:** Enables creating or joining a multi-player game worldwide against friends or players via Internet.

**Load:** Allows you to load an existing game or replay.

**Load the latest savegame:** Allows you to continue playing from last saved game from any game mode.

From left to right at the top of the page, there are five icons.

**Credits:** List of those who have worked on Pro Cycling Manager.

**Management profile:** This allows you to change the currently active profile or to edit certain parameters.

**Achievements:** This lists all in-game achievements and your progress towards fulfilling them.

**Options:** Modify video, language, sound and Internet options (see below).

**Quit:** Quit the game and, after confirmation, to return to Windows.

### 3.2. LOAD A GAME / REPLAY

The Load a game page shows a list of games that have been played, with the type, when it was saved and your current date on that game's race calendar. Select a game in the list and click on the «Load» button to restart. To erase a game, select it in the list and click on the «Delete» button.

Replays are stored in the game's «Replay» directory as three separate files (xxx bin, xxx.cdd and xxx.cdi). You can share replays with other players, but you

must send the three files. To view a replay, select it and then confirm with the «Load» button. Replays can be erased using the «Delete» button.

### 3.3. OPTIONS

#### DISPLAY DEVICE

The default settings are those calculated by the installation software. You may change them, but for performance that fits the physical capacity of your hardware, you should leave them as they are. Settings that are fixed too high will substantially slow down the game in 3D race mode. You can select screen resolution (800x600, 1024x768, etc.) as well as the level of anti-aliasing (smoothing out of jagged edges) from 0 to a maximum of 4. The «Full screen» tick box dictates whether the game is displayed inside a window or whether it is played in full-screen mode.

#### GRAPHICS

As with the «Display device» tab it is best to leave the settings as you found them. The «Details» options are self-explanatory and, again, you should work on the principle that the more you demand of your hardware, the more likely you are to slow down the 3D race sequences. The role of the «Display towns» tick box should be obvious. If you find that you have overstretched your hardware you can return to installation defaults by clicking on the «Confirm» button to the right of «Default settings».

The «Customisation of colours» button allows you to define the colours of **Pro Cycling Manager's** menus. It is not meant as a tool for everybody and so the interface is not very user-friendly!

However, if you want to try, you simply click on one of the 10 buttons at the top-right of the screen and then move the cursor to the colour palette at the top-left. There the cursor changes to an eyedrop tool. The «Current colour» of the element is viewed at the bottom left and below that the «Preview» colour shows the colour that currently lies under the eyedropper. When you click with the left mouse button, the current colour changes to the «Preview» colour and you'll see the result on your menus in «Example:» to the right. When you have defined the new menu display, you can save it by entering a name in the box at the base of the page. Click on the «Save» button to write your definition as an XML file. It is possible to define several displays and any can be selected by scrolling through the list available from the drop down box at the bottom-left of the screen. To use a set of selected definitions, just click on the «OK» button. To restore **Pro Cycling Manager's** default colours, select the «original.xml» file and click on the «OK» button.

A new option of graphical filter will allow you to get different types of ingame rendering:

- **Standard:** no color filtering.
- **Desaturated:** colors desaturation for a more neutral rendering, or even more realistic for some people.
- **Warm purple:** the colors rendering tends toward purple, which gives an interesting rendering for the drylands.
- **Warm orange:** the colors are warmer and so tend toward yellow-orange.
- **Cool green:** the colors are cooler and tend toward green shades, thereby accentuate the green of some landscapes.
- **Cool blue-green:** the colors are cooler and tend toward shades of greenish blue.

This very special rendering is interesting for the bad weather.

#### SOUND OPTIONS

Click on the «+» or «-» buttons to increase/decrease the various sound levels.

#### GENERAL

**Language:** Pro Cycling Manager can be played in several different languages (English, French, German, Italian, Spanish, Dutch, etc.) although the specific language selection depends on the version installed. Race commentaries are not available in all languages. If you change language when inside Career or the various race modes not all texts will be «refreshed» until the whole page is changed.

**Currency :** The game can be played in Euros, Dollars or Pounds

**Difficulty level:** As standard, the game is set to «Normal» difficulty. You can change the level (Easy, Normal, Hard, Extreme) at any time except during a race. The level of difficulty impacts on the level of performance of opposition teams during 3D races.

**Return to normal speed for important events:** If this box is ticked, the game will return to normal speed (x1) each time there is a crash, a puncture or an attack during a race being watched at x2, x4 or x8 speed.

**Deactivate good/bad feelings in multiplayer mode:** In 3D race mode the vertical rectangle at the tip of a rider's information box (see "Individual road race", below) can blink depending on the physical state of the rider. When it blinks red the rider is feeling bad and his performance drops. Green blinking, on the other hand, means that he is feeling good and he gets a performance boost.

These effects can be deactivated in multiplayer mode by un-ticking the box.

**Deactivate rider variables:** This allows you to deactivate parameters such as a rider's preferred weather conditions in multiplayer mode, allowing all riders to be on a level pegging.

**Multiplayer Passive AI:** This option allows you to deactivate the game's AI in multiplayer mode, so that only player input has an impact on 3D races.

**Do not display the windsock:** When you tick this box, the red & white windsock that appears over a selected rider is no longer displayed.

**Random fitness in Stage, Classics and Tour game modes:** When ticked, riders' fitness will be randomly calculated before each race. Does not apply in Career mode.

#### DATABASE

At first installation, only one full database is available. It is called «OfficialRelease.cdb» and it is found in the game's «Database» directory. It is in this database that such information as rider and team information is stored. There are programmes available that allow you to modify the database and personalize the game. For more information we would advise you to visit the official game forum where an active community offers all sorts of databases:

<http://www.cyanide-studio.com/forumPCM/>

**NB:** When you load a saved game, **Pro Cycling Manager** loads the database used when that game was active.

**NB:** Please note that Custom Database could generate problems in the game. If you get technical problems after installing a Custom database, please uninstall the game and the custom database and reinstall the game. Neither Cyanide nor Focus are providing support for games with Custom database installed.

## ● 4. SINGLE PLAYER

When you select «Single Player» from the main menu you are taken to a menu page allowing you start various types of solo games.

### **4.1. GAME MODES**

**Career:** Enter Cycling Manager's "Career" mode

**Stage Races:** Compete in a full stage race with all its constituent stages (choice of 83 races)

**To start a game:**

- 1) Select tour
- 2) Select team (depending on chosen selection option)
- 3) Select riders
- 4) Select equipment
- 5) Go to race

**Stage:** Compete in a single stage of a stage race (choice of > 486 stages)

**To start a game:**

- 1) Select tour
- 2) Select race
- 3) Select team
- 4) Select riders
- 5) Select equipment
- 6) Go to race

**Classic:** Compete in one of the season's «classics» (choice of > 137 races)

**To start a game:**

- 1) Select stage
- 2) Select team (depending on chosen selection option)
- 3) Select riders
- 4) Select equipment
- 5) Go to race

### **4.2. SAVEGAMES**

Your game will be saved and updated only in «Career» and «Stage race» modes. When you exit your game, the game is saved automatically.

## ● 5. TRACK RACING

### **5.1. TRACK RACING MODES**

The track racing module is independent of all other race modes and allows one-off races in 7 track cycling events which take place in a velodrome.

**Sprint:** This event is between 2 riders over 3 laps of the track. There can be from 1 to 5 rounds, with the first to complete the 3 laps declared the winner of a given round. The first to take a winning lead in the overall number of rounds is declared the overall winner.

**Keirin:** 6 riders compete against each other in an all-out sprint. The race starts with the riders already at 50 kph and with 3 laps to go. There can be from 1 to 5 rounds and all rounds must be completed. The best placed rider over the fixed number of rounds is declared the overall winner.

**Elimination Race:** 16 riders compete against each other, with the last rider being eliminated every 2 laps. The last rider left wins the round/race. There can be from 1 to 3 rounds and all rounds must be completed. The best placed rider over the fixed number of rounds is declared the overall winner.

**Points race:** The points race is a discipline in which ranking depends on the number of points accumulated during each sprint. Points are allocated on the following basis: 5, 3, 2 and 1 point respectively for the first 4 riders across the line. In the final race the number of points is doubled.

**Scratch:** Take-on 15 opponents in a strategy-based race over a distance of 5 to 7,5 km. The first across the line is declared the winner.

**200 meters Time Trial:** Can you get below the 10 second barrier ? For the first 550 meters think about building up speed without burning-up all your energy. One piece of advice, use all available space to get the best time.

**Omnium:** A hard-fought tournament which encompasses the following disciplines : points race, scratch, 200 meters flying start and elimination. The winner is the rider with the most points from the 4 races.

**There are 3 levels to each track discipline:** Beginner, Junior and Professional. When you click on a level you set the race parameters before beginning. Depending on the event chosen, you select the "Tournament start" (1/8 Final, 1/4 Final, Semi Final or Final), the number of heats (from 1 to 5), the Velodrome (1, 2 or 3), and if applicable the number of laps (20 or 30) or sprints (4, 6 or 8).

When you click on the «Next» button you are brought to the rider/equipment selection page. Riders are defined by 3 characteristics: Acceleration (explosive burst of speed), Resistance (recovery of energy more or less slowly) and Stamina (most useful in the long elimination races).

Equipment consists of a frame, a front and back wheelset plus a helmet.

When you click on the «Next» button you are brought to the race status page.

Here you will see the race or series of races that are about to take place.

Click on the «Next» button to go to the track and to start your race.

## 5.2. 3D TRACK RACING SCREEN

The screen is more or less the same for all 7 events. (Below is a composite image showing various elements that will be displayed at one time or another)



**1)** At the top-left of the screen you'll see a display showing your rider's current position, the number of remaining laps and the distance to the finishing line.

**2)** Shows the number of rounds involved in a given race. The number is defined by the player before the race starts. Due to the number of riders involved in an Elimination race, this panel is displayed after the race/round has finished.

**3) Standstill bar:** (Displayed only in Sprint races). It tells you how many standstills are available to the rider. Standstill is possible when the speed of both riders reaches 0. To do this, bring the riders speed to a minimum and then shift him right, up the slope of the track. When speed hits 0 the race is stopped and a small vertical panel is displayed. The new panel displays a random sequence of direction arrows that the player must reproduce by pressing the appropriate arrows on the keyboard. The first player who fails to reproduce the sequence must set-off again, with his opponent optimally placed behind him. A rider is only allowed 2 «competitive» standstills against an opponent. If he tries a 3rd, he is eliminated.

**4) Effort gauge:** For the first few seconds of a race an «AUTO» will be displayed, meaning the rider is on auto-pilot. When it switches off you can change effort from low (green) to high (orange/ red) using Up and Down arrows. A small blue triangle, at the base of the Effort Gauge shows the rider's actual effort. This the real effort applied by the rider. The position may not necessarily correspond to the effort demanded of the rider. For example, a rider who has another rider directly in front of him will be blocked in his effort unless he is moved to the side to gain a clear track.

**5) Energy gauge:** This is similar to the green energy bar in 3D road races. At the start of the race it is full and it slowly decreases as the race progresses. The gauge will refill automatically when the rider makes a light or moderate effort. The gauge also displays a Maximum energy level: This is the upper limit of energy available to the rider. As effort accumulates, this maximum will decrease. The longer the race lasts the less likely it is possible to attain a maximum energy level.

**6) Super Power gauge:** It is used for explosive effort and is used up very quickly.

**7) Speed bar:** Shows rider's speed. In sprint races, the bars of both riders are viewed when the opponent is displayed in the same screen as your rider. The colour of the bar shows whether or not the rider is in the slipstream of a rider. If it is orange, the rider is exposed; if it is green, he is protected. A rider moving at 60 km/h with a green bar will consume less energy than a rider travelling at the same speed with an orange bar.

## 5.3. TRACK RACING CONTROLS

In Track Racing Mode, you control only one rider. The control keys are:

**Left Arrow :** Move rider to the left

**Right Arrow :** Move rider to the right

**Up Arrow :** Increase effort . You increase effort bit by bit each time you press on the key. When you press very quickly, twice in succession, you immediately set effort to the maximum)

**Down Arrow :** Decrease effort .

**V :** Look over left shoulder. (You can't move the camera as in Road Race Mode)

**B :** Look over right shoulder. (You can't move the camera as in Road Race Mode)

**Space bar :** Press rapidly and continuously (do not hold down !) to enable Super Power for extra rider effort.

**End :** In a multiplayer race, enables you to move from display of rider's name to player's pseudonym in the left panel.

**D :** (only in Scratch race) Camera zoom in

**C :** (only in Scratch race) Camera zoom out

**Mouse Wheel Up :** (only in Scratch race) Camera zoom in

**Mouse Wheel Down :** (only in Scratch race) Camera zoom out

## • 6. CAREER MODE - GENERAL PRESENTATION

### 6.1. NAVIGATING IN CAREER MODE



In "Career" mode the background screen always shows the same static items. It is the central area that changes. Below you will find an image of the screen and a brief description of the static items that will help or inform you as you advance through the game.

- 1) Name of current page.** The arrows allow you to track back through recently visited pages.
- 2) The main menu tabs.** Click on a tab to display the relevant sub-menu. You access here to all sections you can use to manage your team.
- 3) These icons are shortcuts to access quickly to most important pages :** Calendar, Riders, Finances, Messages (with number of unread), Search and Shortlist.
- 4) Your current financial situation and sponsor confidence.**
- 5) «HOME», «TOOLS» or «QUIT» buttons** at the top right of the screen allows you to go back into Game menu («HOME» icon) or open the Options settings («TOOLS» icon) or Quit into Windows («QUIT» icon). When you quit to Windows or to the main menu, your game is automatically saved. When you quit to Windows or to the Game menu, your game is automatically saved.
- 6) Name and Logo of your team.**

**7) Calendar Bar:** Use this bar to advance to the next day when you have done all actions you wanted to do in the actual day. You can move directly to the next event by clicking on a coming date (the next day or some days after).

The calendar bar also gives you to direct access to a race or day across a whole season. It is possible to scroll backwards and forwards through the calendar, displaying 14 days at a time. The bar is made up on several separate elements:

**7a)** The current in-game date is displayed at the left.

**7b)** Along the top are individual days over a 14 day period. If you place your cursor over any date, the names of all the races taking place on that day are displayed.

**7c)** Underneath each date there is either nothing or a coloured box. It is here that you can view the race calendar of your team. If there is no box, it means that your team has no race on that day. A coloured box means a race, with each colour designating a specific type of race :

<b>Orange</b>	World/National championships	<b>Pink</b>	Tour of Italy
<b>Blue</b>	Cya World Tour races	<b>Yellow</b>	Tour of France
<b>Green</b>	Continental races	<b>Red</b>	Tour of Spain

Icons on a given box indicate whether the day's race/stage is a time-trial, mountain or hill event. When you click on a coloured box (an event) the race information (name, race profile, ...) will be displayed. When you click directly on a date you can, if you wish, advance your game directly to that date with Pro Cycling Manager calculating events in your team and the wider cycling world.

Before the game initiates the simulation process it asks whether you want a «Simulation with interruptions» or a «Simulation without interruptions». If you confirm a jump forward the game will advance day by day, calculating varying elements as it goes. On-screen messages will announce the arrival of messages on your «Messages» page.

**7d)** To the right of the calendar bar is a group of arrows that allow you to advance or to reverse the calendar.

Click on the large right arrow to advance to the next day/event. As each day goes by you will receive various messages that concern both you and your competitors. The small arrows allow you to advance backwards and forwards inside the calendar and the looped arrow allows you to return to the current day.

### 6.2. STARTING A NEW CAREER



**Profile Creation:** When you start a career you must create your manager profile. On the first page you will be asked to enter a name, date of birth, nationality (choose the flag by scrolling through with the arrows or click on flag icon to choose flag). This data can be fictitious. (Note: To use your own photo, it must be saved as a 64x64 TGA file to the "\\Gui\Single\ManagerPhoto" directory). Confirm the data with the «Next» button.



### **6.3. CUSTOM TEAM**

At the top-left of the page, enter the name of your team, in full. Below that you can enter a shortened version which will be displayed when space is tight. When space is tighter still, only 3 letters are displayed, so enter them in «Initials».

After selecting your team's nationality you can choose a team jersey from the 20 on offer. To the right are the permitted rider and salary parameters. Below is a list of riders with their characteristics and monthly salary cost. The list is split between unattached professionals «Free riders» and promising juniors «Young Riders». By clicking on the «=>» button you transfer a rider to your squad on the left. This will impact immediately on the rider/salary parameters above. When a parameter is displayed in orange you are above or below the defined limits. You may add/remove riders until your squad and wage bill are balanced.

The «Young Riders» are juniors of unknown potential. By clicking on the «Scout» button you will be given an immediate report on the worth of the rider. This will reduce the number of «remaining reports» by 1. There are 4 possible ratings : No hope, Worth watching, Promising, Future great.

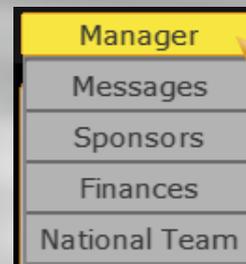
You may click on the «Filter» button to display riders of a given nationality and thus ease your search headaches. This filter does not apply to «Young Riders» as the list only shows riders of the nationality chosen when you created your manager profile.

### **6.4. SAVE AND CONTINUE YOUR CAREER**

Your progression is automatically saved in career mode when you are in Management menus.

When you quit the game or this mode, your Career save is updated. To continue an existing Career, use «Load» or «Load the last game» buttons from the main menu.

## **• 7. MANAGER MENU**



### **7.1. MESSAGES**

Through the Messages page you interact with all phases of the game (race invitations, secondary sponsors, player contracts...) so you should pay careful attention as the messages concern all the teams and riders that might impact on your career. It is possible to view all at once by selecting «All» from the drop down list, or to view them by subject matter: Team, Stage Race, Transfer, Injuries, Results, Promising Youngsters. As the season advances, a multitude of messages arrive. Most can be ignored until you have the time. However, now and again, an on-screen message will state that «Some matters require your attention». You must then go to the Messages page where you will find a message marked with a red dot. It may contain both a question and a set of possible answers or it may contain a link to another page. You will not be able to advance without settling this issue.

You will regularly be invited to express an opinion on events via these messages. It will be possible to talk to the media, talk «face-to-face» with a rider or talk to the team as a whole. The aim is to generate a small increase in rider or team morale or to satisfy your sponsors.

Each rider has a given character (which does not vary throughout the game) and he will have a certain reaction to an event. For example, following a race victory, 2 riders may not have the same reaction to being praised in the press or being talked to directly. The aim is to learn, bit-by-bit, the character of each rider so that you can react in the appropriate way when required.

Messages can be deleted in 3 ways. All messages in a given menu category can be deleted via the «Delete all» button. Secondly, it is possible to select several messages for deletion via the tick box in the first column and then to click on the «Delete selected» button. Finally any given message can be deleted as it is being viewed by using the «Delete» button at the bottom of the page.

**NB :** Races and events are announced in Messages, but you must check the calendar to Request an invitation. Depending on the team you're managing, you could be automatically invited to some events.

## **7.2. SPONSORS**

The Sponsors page is broken down into several tabs. The main page displays the name(s) of your current sponsor(s); budgetary and contract details; the confidence level of the team sponsor(s) in your management skills; a list of main goals for the season plus a list of past sponsors.

**The confidence level of the team sponsor(s)** is translated by the coloured bar displayed at the left of the screen. This is a vital parameter which impacts on the future of your career. The level of confidence changes from February onwards, depending on your race results. Loss of confidence may see you looking for a new job at the end of the season. Results count, but you are best advised to take into account those races defined as goals by your sponsor(s).

The confidence evolves from January according to the results you will have during all season.

**Season goals:** are the main desiderata of your sponsor. Achieving these goals will mean that the sponsor accords you a high level of confidence.

**NB:** A goal can only be achieved once in a season. For example, if your sponsor requires a stage win in the Tour de France and you manage 2 wins, only the first will lead to an increase in confidence. The second win will, of course, be greatly appreciated, but the impact will be minimal.

You will also see a tab for each individual sponsor. Here you will find more detailed information on the races and results therein desired by your sponsor. You should also pay very careful attention to the level of satisfaction with riders in your squad and the races that they have been registered for. Here again, more detail can be found in the table that is displayed when you select «Squad» in the drop-down menu. Your sponsor will give you his opinion on recruitment from different countries and on the presence of specific riders. Should a sponsorship contract finish at the end of the current season, a «Search for sponsors» tab will be displayed. Here the «Launch sponsor search» button will allow you to call on an agent to find you a new sponsor.

The reputation of the agent will condition the size of the search area : a «Legendary» agent will enable a worldwide search whereas a «Regional» agent will work at local level. The size of a potential deal will be commensurate with the agent's reputation. Once the size of the search sector is defined, click on the «Search zone» button; the agent's name and current assignation will then be displayed on the «Search for sponsors» tab. It takes several months to find a new sponsor so you should get your agent on the road as soon as possible. It is best to have several agents working at once because not all negotiations will go smoothly. However, you should balance effectiveness against cost because their services come at a price.

When the agent finds a possible sponsor you will receive a «New sponsor found» message in your mailbox. You should then go to your sponsor search tab and click on the «Negotiate» button. There you will see the initial offer from your would-be sponsor and the amount that your agent thinks you can reasonably hope for. If you request an amount that is way beyond their means, you will receive a message that the negotiations have come to an end. However, if the distance between the two amounts was not too great, the sponsor may return to the negotiating table for another round.

Once the amount is fixed, you must agree on the length of the contract. You should remember that new money brings new constraints and a sponsor will want the team to reflect his geographical origins with results that boost his image in a given zone. Do not sign with a Moldovan sponsor, for example, unless you intend to hire several Moldovan riders and race in Eastern Europe.

## **7.3. FINANCES**

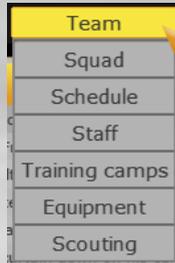
A certain amount of money is allocated to your team at the start of a season. It is up to you to manage the monthly finances. The «General» tab gives you a view of your current financial situation with a special emphasis on your riders' salaries.

The «Finances» tab shows the monthly and end of year balances, presenting all income and spending for your team.

## **7.4. NATIONAL TEAM**

You will not only have to look after your own team, but you'll also have to take charge of a national team for the world championships which take place in September. This could be the national team of your country (the flag you chose when creating your manager profile) or the national team of your own cycling team. This is sorted out in January and you will receive a message (or messages) in your message inbox. The «Information» tab of this page shows you the nation under your charge as well as the dates for initial squad selection down to final selection of the team. Two tabs «Road Race» and «Time Trial» initially display all your national riders, but the list is whittled down as you make your selections.

## • 8. TEAM MENU



### 8.1. SQUAD

The «Squad» page tells you all you need to know about your riders (attributes, contract, injuries, season, fitness training and trainers) available via the drop down menu at the top-right of the table. The default display is «General» which displays a quick overview of each rider.

#### GENERAL

Name	AvL	Specialisation	Fitness	Morale	Exp.	Age	Contract
David Tadeo	84	Fighter	55 (Red)	Very Good	0	25	2024
Jack Morrison	82	Climber	45 (Red)	Very Badly	0	22	2024
James Sprague	84	Stage Racer	55 (Red)	Good	0	22	2024
Stefan Carlsen	81	Fighter	55 (Red)	Good	0	22	2024
Wesley Campbell	82	Time Trial	55 (Red)	Good	0	22	2024
Ruben Santoran	88	Fighter	65 (Red)	Good	0	21	2024
John Hollister (New Sign)	82	Stage Racer	55 (Red)	Good	0	22	2024
Patrick Sprague	82	Climber	55 (Red)	Good	0	22	2024
Roger Sanderson	83	Time Trial	54 (Red)	Good	0	18	2024
Edie Tross	88	Time Trial	65 (Red)	Good	0	24	2024
Francisco Manuel Lopez	83	Fighter	65 (Red)	Good	0	23	2024
Kevin Lopez	84	Fighter	55 (Red)	Very Badly	0	18	2024

From left to right are the rider's nationality, name, average attribute level and specialisation (climber, northern classics, stage races...). Then comes the rider's current fitness.

This is expressed in points out of 100, with riders in good condition being indicated by a green square. Riders with yellow squares should be carefully monitored, while those with red squares should be rested. Next comes morale, which plays a major role in rider motivation. A depressed rider will be less successful than if he was feeling on top of the world! He could even waste a whole season if nothing is done. Rider morale is a difficult parameter to control, especially as it sometimes requires a difficult balancing act between the desires of a team leader and the demands of a sponsor. The quickest way to destroy a rider's morale is by not delivering on promises made during contract negotiations! A rider who you have promised a leader role will badly bear to be relegated to the role of a simple team member.

#### ATTRIBUTES

Each rider is characterised by 14 different abilities:

**Flat (FL):** Performance on the flat. Important for standard team members and those seeking to win one of the classics.

**Mountain (MO):** Performance in the mountains. Important for climbers and riders in stage races.

**Hills (HIL):** Performance on hilly sections. Important for climbers and for the "Classics".

**Prologue (PRL):** Performance in prologues. For short time trials this rating is just as important as the TT rating.

**Downhill (DH):** Indicates the capabilities of the rider on downhill portions.

**Time Trial (TT):** Performance in individual or team time trials. Important for riders in stage races.

**Stamina (STA):** Aptitude for prolonged effort. The higher the value, the more the rider's energy lasts over long races. In the race interface Stamina is shown by a green bar.

**Resistance (RES):** This shows the vivacity of a rider. The higher the level of resistance, the more the rider is able to keep attacking. In the race interface Resistance is represented by a green bar.

**Recovery (REC):** This represents the aptitude to recover between two stages of a race. Important for riders who are aiming for a place on the podium in stage races.

**Cobblestones (COB):** This shows the performance on cobbled sections that can be found in certain classic races. Important for those seeking to win one of the classics.

**Fighter (FTR):** Capacity to attack; to make the extra effort or to take risks to win a race.

**Sprints (SP):** This shows the top speed (for stage finishes). Important for sprinters and for those seeking to win one of the classics.

**Acceleration (ACC):** This represents the explosive nature of a rider that translates into his ability to make decisive attacks or to gain the edge in a sprint finish.

**Average (AVG):** Average score of rider across all abilities.

#### CONTRACT

This area shows contract and salary information. It also shows rider status, which is fixed during the contract negotiation period. There are six different statuses:

**Absolute leader:** Team is built around this rider

**Sprinter:** If the race profile is adapted, the rider will be supported by his team mates for a finish in the sprint.

**Protected Rider:** A little like a free element, but he has to work for the team.

**Luxury team mate:** Is expected to work for the leader, but may be given leader role in minor races.

**Team mate:** Is expected to work for team mates and the team leader.

**Talented Youth:** A young rider with a promising future, but still with a lot to learn.

## INJURIES

Each time a rider is injured, you will receive a message on your «Messages» page. It is here that you can check on the health of your riders, track injuries and get an idea as to when they will be fit again.

## SEASON

Shows whether the rider is racing, is training or injured. As standard, the field is blank. Other information shows the number of wins and position of rider in current rankings. The mood will play on the rider's motivation. Keep an eye on the mood, as it is one of the biggest difficulties of a sports director: keep at the highest the mood of his riders while defending his sponsor, sometimes contradictory, interests.

## FITNESS TRAINING

**Fitness:** Fitness (expressed in points) is made up of two components: «training fitness» + «race fitness» and it is displayed with the following syntax : Rider fitness points (training fitness/maximum training fitness + race fitness/maximum race fitness). «Training fitness» is the fitness level that is reached by doing training and it never exceeds a maximum of 80. This maximum decreases as rider fatigue grows. «Race fitness» is the fitness level that is reached by taking part in races and it never exceeds a maximum of 20. Riders require a few races to get this figure from a starting value of 10 up to the maximum. Once a rider starts to clock up a few races the maximum possible slowly decreases. A rider will therefore be less competitive towards the end of a season if he already has plenty of races in the legs.

**Fatigue:** As a rider trains to increase fitness he will start to build up fatigue, limiting the training fitness figure that he can reach. This, in turn, will prevent him from achieving a fitness level required to race at maximum potential. To reduce fatigue, there is only one solution: rest ! You must therefore reduce the training regime and give the rider an easy time until he picks up again.

**Days raced:** This shows the number of days that your rider has raced, so far, during the season. Keep a close eye on this value. A rider who takes part in too many races will see his maximum race fitness drop away. Worse still, young riders, who have too long a season, may actually burn out and lose forever the potential that they once showed.

**Schedule:** This displays the training schedule being followed by the rider (see "Rider Data Sheet" below).

## TRAINERS

**1) Specialisation:** A rider has one of 7 possible specialisations: Climber, Sprinter, Time trial, Hilly classics, Fighter, Stage races, Northern classics. The specialisation is a function of the rider's attributes and it is determined by the game's AI. However, it is possible to train a rider towards a different specialisation, although the result cannot be guaranteed.

**2) Training:** Select the type of training you wish to apply to your rider. It is usually best to leave the default values, unless you want to progress a rider in a different direction. The result of such training is not guaranteed.

**3) Trainer:** You can choose which of your trainers looks after which rider. A rider can only have one trainer at a time and a trainer's effectiveness decreases, the more riders he has to look after. This impact is reflected in the 'Riders (Effect)» column. A trainer who has 15 riders under his care will have a «Very bad» mark whereas the effectiveness of a trainer who only takes care of 5 riders, for example, will be «Excellent».

## RIDER DATA SHEET

When you click on the name of a rider in the squad list, you will open up his personal data sheet. Various sub-pages are available via the drop-down menu at the top-right of the data sheet.

You can therefore view the state of health of your rider, his preferences in terms of races and weather, his career results, etc. The most important sub-page is «Training», which allows you to fix the training schedule of your rider. There are numerous pre-programmed schedules (available from a drop-down menu) that allow your rider to get into shape for the Ardennes classics or the Tour de France, for example. However, it is possible to build your own.



There are 6 levels of fitness, each with a given colour. It is impossible to move directly to a given fitness level without first having spent 2 or 3 weeks at the previous level. A rider aiming for peak fitness during Paris – Nice must therefore start training early and his program will in no way resemble that of a rider aiming for the Tour de France.

It is impossible to edit any of the pre-programmed schedules, but the «Custom» schedules can be adapted at will. First select one of the 30 custom schedules and then click on the magnifying glass icon. This opens an enlarged view of what is, at first, a flat, level 1, fitness schedule. At the top of the page is a list of all races on the calendar. When you click on a given race, its position is shown on the calendar, below. Click on the «Edit schedules» button to build a schedule with a view to success in one, or several, of these races. Click anywhere on the existing schedule to grow fitness level during this week. One click and the bar increases in height.

A second click and it increases again. It is also possible to increase or reduce the size/ colour of a bar by turning the mouse wheel.

In this way you can push fitness during a given week to level 6, but you must take into account the constraints on the fitness curve. A rider cannot reach level 6 fitness without first passing 3 weeks at level 5. Nor can he reach level 5 without first passing 3 weeks at level 4. Your schedule will not be saved if it does not adhere to these constraints and if you try to validate an erroneous schedule by clicking on the «Confirm schedule» button, a message will tell you if the schedule contains errors. By confirming your schedule you save it as part of the default schedules file «CyclistSchedule.xml». However, it is possible to save your schedule by entering a filename at the left of the window and by clicking on the «Save» button. You can thus save and reload several different schedules for different riders in different games.

Click on the «Quit» button and then on the «Return» buttons to go back to the rider data sheet.

## 8.2. SCHEDULE

Displays the list of races and registrations. You can navigate period by period for an overview of all the races you have or haven't registered for. Invitations can be requested or registrations cancelled by clicking the box opposite the race. Make sure you check the sponsor demands carefully before changing the team calendar.

Here are the different states of a registration:

✓ (Blue background) Compulsory	✓ (Green background) Registered	✗ Refused
? (Blue background) Wild Card requested	? (Green background) Invitation requested	☆ Objective

**Note:** Underneath the table there is a deadline for changing race registrations for the period.

**Attention:** If you have un-registered for a race, you will have to make any registration request again.

## CYCLIST SCHEDULES

You can also manage individual rider schedules from the Cyclists tab on the Team>Schedule menu. The interface is divided into two parts: an overview of the team schedule (upper section) and individual schedules (lower section). To assign a race to a rider, just drag and drop a race from the team schedule to the individual schedule. If you assign a race to the wrong rider by mistake, just left or right click on the race on their schedule to delete it.

When riders are pre-registered there are three possible scenarios:

- 1) If you have pre-registered fewer riders than the minimum (shown in red), the team staff will be automatically filled in on the day of the race.
- 2) If you have pre-registered the minimum number of riders required (number of pre-registered riders shown in black), the team staff will be left as is.
- 3) If you have pre-registered too many riders (maximum exceeded, shown in red), riders will automatically be removed from the team staff on the day of the race.

## 8.3. STAFF

The staff page gives details on your technical staff, that is, scouts, trainers and doctors:  
**Scouts:** will help you discover young amateurs from the entire world, or professionals that you don't know yet.

**Trainers:** will work with your riders, in order to develop their skills.

**Doctors:** will allow you to better manage the injuries.

It is possible to extend the contract, release your staff, or hire a new assistant in the team. For that, use the buttons "Extend", "Release", and "New staff". You cannot release your staff before the last year of the contract. The number of scouts by team is limited to 6. Each member of the staff is graded on his renown: legendary, international, national or regional. Of course, the ones that are really renown are the most skilled, but they are also more greedy on the salary.

Please note that hiring one more assistant makes that the team will have to pay him a signing bonus equivalent to two.

## 8.4. TRAINING CAMPS

All teams do pre-season training in southern Europe or in the southern hemisphere to take advantage of clement weather conditions. If you have the required budget, you should organise a training camp for your team during the month of January. It will have a positive effect on your rider's fitness. There is a 5 point process when sending your team to a camp.



1) Select zone for your training camp.

2) **Choice of camp:** The different coloured dots correspond to available sites, with their different specialisations (Leisure, Pre-season, Mountain, Time Trial, Cobblestones and Hills).

- **Leisure:** This camp enables a rider to rest his legs. The effect on his morale is immediate!
- **Pre-season:** Essential to regain fitness before the start of a season. You will not have access to a rider's training program via the interface. The impact on fitness will be visible only when he returns from camp.
- **Mountain:** Rider gains a 12 week (approx) bonus on his Mountain (MO) ability.
- **Time Trial:** Rider gains a 12 week (approx) bonus on his Time Trail (TT) ability.
- **Cobblestones:** Rider gains a 12 week (approx) bonus on his Cobblestones (COB) ability.
- **Hills:** Rider gains a 12 week (approx) bonus on his Hills (HI) ability.

### 3) Costs and rates

#### 4) The «Book» button allows you to reserve the training camp.

#### 5) «Monitoring» Tab: allows you to keep track on planned or current training camps.



When you click on the «Book» button a window opens, allowing you to set final details.

#### 1) Dates:

You can choose starting date and the length of the camp (from 3 to 10 days).  
**2) Choice of riders:** Here you select the riders who will take part in the camp. You can select individual riders by clicking in their individual boxes or you can select all riders by clicking on the «All riders» button. The cost of the camp depends on the number of participants.

**3) Confirm** the booking by clicking on the «OK» button or abandon with the «Cancel» button. If you cancel a camp that has been booked, you lose 50% of the cost if you do so before the start date and 100% on or after the start date. It is possible to organise simultaneous training camps, so one group of riders can be sent to train in the cold of northern France while a second group could be enjoying the Mediterranean sun.

## 8.5. EQUIPMENT



The equipment pages allow you to acquire frames, wheels and helmets for your team. At the start of your career your team possesses the entry-level models for each supplier. For this equipment the price box is already marked «Purchased». Each piece of equipment has up to six stars for Flat, Mountain or Time-Trials. If you want to make a purchase, click on the «Buy» button. Several colours indicate availability. Equipment you have already purchased or may purchase is written on a background. Equipment that is not yet accessible is written on a light grey background (you may acquire the frame, wheel or

helmet in question only when you have purchased the previous model in the range). The name of the piece of equipment whose image you are currently viewing is indicated by a yellow supplier name connected to a yellow model name. You can purchase all brands and models of equipment in the game. Each acquisition has a cost, but it will improve performance.

## 8.6. SCOUTING

Scouting enables you to find young riders for your team. You may hire a maximum of 6 scouts and each mission may take from a couple of weeks to a month and a half. It is therefore impossible to cover the whole globe. The greater the renown of a scout, the more reliable are his reports. However, occasionally the reliability of a report leaves something to be desired. Therefore you should not hesitate to send a second scout to check a region already visited by a colleague. You may sometimes receive contradictory advice.

### SCOUTING

Scouts can be sent into a variety of countries and regions with their destination being selected by clicking on a map of the world. The map can be moved by dragging it with a mouse or by using the arrows at the edges. Europe is displayed in greater detail than the rest of the world and you can zoom in or out by using the lens icon.



- 1) Place your cursor over a dot within a given zone to discover the type of rider profile to be found. If you click on the dot you activate the «Send» button.
- 2) **Scout information:** Shows current status of the scout. The wider the reputation of a scout, the more reliable are his reports. Moreover you can see his aptitudes for detecting a particular type of rider : Classics, Mountain, Sprint or Time Trial. The «Knowledge» bar is specific to each zone visited and the longer a scout spends in a given zone, the more the bar will grow. Moreover, the scout will have a small bonus if he is from region being visited. The longer the bar, the better the rider information gleaned. The longer a scout stays out of a region already visited the more his «Knowledge» will be away.
- 3) Click on the «Send» button (to which the name of the selected zone has been added) in order for the scout to begin his mission. The information on the region visited and the date of return is immediately posted beside the scout's name.

## SCOUTS

The Scout page shows you information on each of your scouts : Current mission, reports, his knowledge in a given region, etc. If you want to recall him from a mission click on the «Recall scout» button. Scouts stay on mission in a given zone until you recall them. They will constantly send back reports on individual riders they have looked at. These reports appear on the «Reports» tab.

## REPORTS

A scout will send back regular reports on individual riders during a mission and you will have to check here regularly to see whom he has found. If the scout has visited several regions, you will have to use the right/left arrows at the top of the table to move between zones. It is possible to view the individual data sheet of a rider by clicking on his name. As an untested young rider, his attribute values, preferences, etc will be unknown. At the base of «Reports» page there are two buttons: «Monitor» and «Sponsor». The «Monitor» button allows you to assign a scout to check out a young rider. If the scout is still in the region where he first spotted the young rider, the monitoring will last as long as the scout does not change zone. This will allow him to hone his opinion on the rider's potential. At the end of the monitoring period the comment in the «Estimated Potential» column may change. However, this result is always tributary to the reputation of your scout. The «Monitor» column shows for how many days, if at all, the rider has been monitored. If you do not wish to sign a rider immediately, but want to soften him up for a future approach you can offer him some help - equipment, training, financing (or all 3). This is done by clicking on the «Sponsor» button (also available on the young rider's personal data sheet). A small pop-up window then opens and you click on the sponsoring package of your choice. You will see his reply to your offer on your «Messages» page. You can wait till the end of the season before offering a contract. However, he may already be in contact with another team.

## 9. RACES MENU



### 9.1. LATEST RESULTS

This page shows the most recent race results: individual stage result, overall individual table, sprinter table, climber table, team stage result and overall team rankings. Select the race for which you wish to view the results by using the drop-down box towards the top-right of the page.

### 9.2. RANKINGS

There are 3 tabs (Individual, Team or World), behind each of which lies a different set of ranking tables. On the right of each page, a drop-down box allows you to view tables/results by Cya World Tour, Continental, Superprestige, Victories for the selected season.

### 9.3. UNDER 23

Here you can view the international rankings of the most promising riders in the Under 23 age group.

### 9.4. ARCHIVES

There are 5 tabs: Achievements, Season stats, Records, Exploits and Star of the year.

**Achievements:** Shows first 25 places of results from all races. Starting from year 2007 and all races are categorized (WC, WC ITT, NC, CTT TDF, etc. ...)

**Season Stats:** Shows the results and rankings for the key championships and races for a chosen season.

**Records:** Shows reached records (mainly number of victories) from three types of races – Major tour, Classics and Tours. E.g. Major tour shows records from three main races – Le Tour de France, Supergiro di Italia and La Vuelta a España.

**Exploits:** Displays a variety of exceptional performances over the years.

**Star of the year:** Shows nominated riders and results from each year for prize "Star of the year".

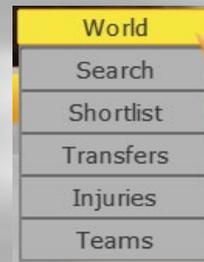
**NB:** Please note that it's possible to beat records and historical performances. New records are saved in Archive pages.

## **9.5. RULES**

A reminder of the rules on the divisions, races, and scale can be found on 3 different tabs.

# • 10. WORLD MENU

This menu allows you to look beyond your own team and riders and is especially useful when looking for new recruits among existing professional riders.



## **10.1. SEARCH**

This page allows you to consult the list of all professional riders in the game's database. You must use the «Scouting» or «Under 23» pages to have an idea of what's happening with young amateur riders. You can use the drop-down menu (towards the top-right of the table) to view the list on contract details, rider attributes or season rankings.

The filter in the bottom half of the screen allows you to search on various parameters (rider attributes, age, salary...). Use the drop-down box to activate a given parameter while the selectable values to the right allow you to set the criteria. When you then click on the «Search» button, the list of riders that corresponds to your criteria will be displayed. It is possible to filter, using AND/OR operators up to a total of 5 parameters. You can then save and recall your filter using the «Save» and «Load» buttons. To reset the filter use the «Delete» buttons on the right.



If you see a rider that interests you, click on his name to open his individual data sheet. There are 2 buttons at the base of the page : «Contact» or «Renew» (in a case that rider belongs into your team) and «Shortlist»

**Contact:** If you click on the «Contact» button outside the transfer negotiation window (July –October) you will receive a message telling you to wait until July. If the rider is currently without a contract, a negotiation pop-up will be displayed. See «Transfers» below for more details on negotiations and transfers.

**Shortlist:** Create a small list of riders that you wish you track.

## 10.2. SHORTLIST

The Shortlist displays a list of those riders on whom you wish to keep a close eye.

## 10.3. TRANSFERS

The page «Transfers» allows you to follow the status of your existing contracts and your transfers in both directions (purchases and sales of riders). A drop-down box with 4 units (My team, Ongoing, Arrival and Departure) allows a display by criteria. The Pro Cycling Manager season is broken into two distinct parts. The race season runs from the 1st January through to the 15th October. From this point to the end of the year is the closed season. For the riders it is a holiday period, but for the manager it is the period when he seeks to bolster his team with new talent. It is when he can negotiate with both riders and their teams. All Pro Cycling Manager contracts run to 15th October the following year. From the 1st of July you may offer a contract for the coming season to riders whose contract will end with their current team. If you do sign a rider who will be out of contract, you will not be obliged to pay compensation to his team. During the first season of your career, you also have the possibility to hire a free rider the first days of the career.

Dates	Actions
1st January - 1st July	Renew contract with riders within your team
1st July - 15th October	Offer contract to riders who have no contract from 15th October
15th October - 1st January	Offer contract, dismiss



Access the contract negotiation system via the rider's data sheet. All rider data sheets look the same, except for the action buttons at the base of the screen. The negotiations pop-up window is split into 3 parts. In the top third you see what the rider is looking for. In the second third, you make your offer, covering status, length of contract and salary. Be careful, because a rider's promised status will play heavily on his morale if it is not respected. You may tick the «Sprinter» box if you wish to offer the rider a role as sprinter. In the bottom third of the window, you will see your current salary spending (see «Finances», above). A rider may introduce a contract condition (team staying in a given division, for example) into contract negotiations. Should the condition not be fulfilled the contract will not be valid.

When you confirm your offer, the rider will be displayed the following day on the «In Progress» page of the «Transfers» menu.

### CONTRACT TALKS WITH YOUR OWN RIDERS

**Renew:** This allows you to renew a contract with an existing team rider, which will take effect on the 15th October. The earlier you start contract negotiations with one of your existing riders, the less chance you have of seeing him attracted to an opposing team.

**Release:** This allows you to break a contract with an existing rider. However, you will have to pay a certain amount of compensation, depending on the remaining contract period.

### TALKS WITH RIDERS UNDER NO CONTRACT

You can put rider into shortlist and in a case you want to sign him you must click on the «Contact» button. It allows you to contact a rider who will be out of contract on the 15th October or who is currently without a team.

### TALKS WITH RIDERS UNDER CONTRACT WITH OPPOSING TEAMS

You can put a rider on your Shortlist. In case you want to sign a rider from an opposing team, you must click on the «Contact» button. Negotiations are only possible between the 15th October and the 1st January. When you have the agreement of the team, you must negotiate with the rider.

Opposing teams can also contact you to make offers for riders in your team. The value of a rider displayed on his personal data sheet and his status serve as indicators as to his transfer value.

Statut	Description
Absolute leader	Team is built around this rider
Sprinter	When the race profile is suited, the rider will be supported with a view to a sprint finish
Protected rider	More of a free element in the team, but still expected to work for the team
Luxury team mate	Is expected to work for the leader, but may be given leader role in minor races
Team mate	Is expected to work for team mates and the team leader
Talented Youth	Young rider (< 22 years old) with a promising future, but with a lot to learn.

## 10.4. INJURIES

Here you may consult a list of injured riders. For riders on «Your team» you may assign a doctor to reduce the time a rider is unavailable. If a doctor is not already taking care of a rider (and you have a doctor who is currently free) you pair the two via the «Rider Data» sheet. Click first on the riders name and then select «Rider Data» from the drop-down menu at the top-right. Under the «Health» heading you can select a doctor from the drop-down list.

A change in the «Return» date will confirm that the doctor has been assigned. For riders on «Other teams» you can see information on the injury and the expected return date.

## **10.5. TEAMS**

This page allows you to look through the Cya World Tour and Continental Tour teams and to view data sheets on individual riders.

# ● 11. GETTING TO A RACE

You can arrive at a race by two routes: in the course of a career or through a one-off selection from the «Single player» page. However, whatever the route, getting to the starting line goes through the same process: race selection (done by the game in «Career» mode); display of race/stage information; selection of team/riders and selection (or purchase) of equipment; choice of race mode; definition of rider status and race strategy.

**Simulate a race:** By pressing on the «Simulate» button, the game will run the race for you (not on-screen), in a matter of seconds, and display the results. You will, however, be required to give a few race instructions before a simulated race gets under way (see «Simulation» below.)

**Detailed simulation:** By pressing on the «Detailed simulation» button, the game will run the race for you. You can watch the race progression and get details about all events of the race in real time. As during a 3D race, you can accelerate the time from x2 to x8. Detailed simulation allows you to set fine-tuned strategies and tactics depending on the type of race:

- **Road race:** Set team tactics such as «Accelerate rhythm» at a given distance by sliding the horizontal bars on the race profile. Individual rider tactics such as «Protect a leader» or «Sprint distance» are set for each rider.
- **Individual time-trial:** Select between the 3 tactics, depending on the race profile and rider attributes. Increase % effort if there are downhill sections which provide recovery time. Reduce % effort if race distance is over 50 kms.
- **Team time-trial:** Try to place 4 or 5 riders in the relay (more if your riders are evenly matched) and then adjust relay time. A higher TT attribute means that a rider can relay for longer periods.

In this mode you can also interact with your riders by changing your tactics in real time in order to react to the race.

## **11.1. RACE SELECTION**

In «Career» mode races are imposed by Pro Cycling Manager's calendar. Your team is invited to a certain number of races, de facto, and you may add others, as you see fit. As you advance through your season the game will bring you automatically to a race when the scheduled day arrives.

The profile of the race will be displayed. In the top left-hand corner of the page you will see, amongst other things, the name of the race and the distance. To the right you will see a diagram showing the lay of the land and the position of intermediate sprints (if any). Below the diagram you can view three different tables using the «<» and «>» arrows. The «Bonus» table shows you time and financial bonuses at the various sprint markers. The «Ranking» table shows current race standings and the «Team» table allows you to see how individual teams are faring. Once you have familiarised yourself with what is at stake you may click on the «Next» button.

## **11.2. SELECT RIDERS**

The selection of riders is a key process on your route to a race. Unless you have simulated the start of the race you should be able to select your team as you see fit. At the bottom-left of the page, a message will give you the minimum and maximum number of riders. All that is required is for you to click in the «Participation» column to the left of the rider's name.

Rider information that is displayed is controlled by three menu choices from the drop-down box at the top-right of the table: «Abilities», «Season» and «Condition». (Only «Abilities» is present in one-off races). The «Condition» page shows the fitness level for each rider, the number of days raced and his experience.

The «X» button at the top of tick boxes allows you to unselect all selected riders. Certain riders will have certain demands as to their race program during a season. If a rider wants to take part, or refuses to take part in a race, a message is displayed in red at the base of the screen. Be careful not to frustrate a rider by regularly disregarding his desires. Each time you go against his wishes he will lose confidence in you and his morale will decline. Once you have selected your team, click on the «Next» button to be brought to the «Equipment» page. This page is different from your «management» equipment page in two respects. Firstly, you only see the equipment that you effectively own and, secondly, the notion of «Configuration» has been introduced. A configuration is a mix of frame, plus front/rear wheels and helmet.

There are three configurations possible for every type of race (C1, C2 and C3 for road and mountain races and TT1, TT2 and TT3 for time-trials). You build a «configuration» by first selecting it in the drop-down menu (towards the top-right of the screen) and by then adding the equipment mix. As you change the different elements you will see the impact of the configuration in flat, mountain and time-trial conditions. The make-up of the configuration is confirmed when you select a new configuration number in the drop-down menu. All three configurations are displayed, side-by-side, in a box to the left of the screen.



Above that is a list of your riders. You can assign a given configuration to the whole team or you can assign different configurations to each individual rider. It pays to have a good idea of the race profile and the abilities of your riders before building and assigning equipment configurations. Once you have equipped your riders with the required material for the day's race click on the «3D Race» button to get to the starting line of your race. If you click on the «Simulate» button you enter the race simulation process with the next step being Race Strategy (see below). If you click on the «3D Race» button you are brought to the rider status page. Here you assign a race status to each rider, with the proviso that a team must have, at least, one leader and one sprinter.

**Leader:** Will have the leader board in his sights and will manage his race accordingly.

**Team-mate:** No aims on individual rankings and will ride for the good of the team and its leader.

**Sprinter:** No regard for the leader board. Goals are intermediate sprints and the finish.

**Free:** No constraints placed on him, but he may serve as team-mate.

The race status given to each rider must, of course, be coherent with that written in the rider's contract. Too great a deviance, and the rider(s) may get annoyed. During the course of a stage race you should avoid changing status from race to race. Effects on team morale will be disastrous.

Click on the «3D Race» button to continue towards the race.

As the race elements load, the screen on the left is displayed. It shows the jerseys of the teams enrolled in the race and lists the race favourites. The time taken for all the elements to load depends on the power of your PC.

**NB:** The podium takes place when all riders have crossed the line. To speed things up, you can increase the race speed to x8 when all members of your team have crossed the line.

### 11.3. RACE STRATEGY

The simulation gives you a race result in a few seconds. However before launching it, there is still a step before: the race strategy. You must give race instructions to each member of your team (Free element, Team mate, Leader and Sprinter) before the departure. Each team must have: a leader and a sprinter and the rest are team mates or free elements. You can assign a specific race strategy to each rider, via the drop-down menu in the race strategy column. The applicable strategies depend on the status of each rider. A leader cannot act as a team mate, for example. The table below summarises the possibilities: (Y = possible, N = impossible):

Strategy	Team mate	Sprinteur	Leader	Free
Team-mate for	Y	Y	N	Y
No exertions	Y	Y	Y	Y
Normal ride	N	Y	Y	Y
Breakaway	N	N	Y	Y
Take risks	N	N	Y	Y

It is also possible to give specific orders to each rider by ticking the checkboxes at the bottom right of the screen. The various orders are:

- **Ride with breakaways, without taking part, to help leader:** The rider will try to ruin the chance of any breakaway, but will go for stage victory if the breakaway turns out to be successful. This order is active only if the player's team has a rider on top of the general overall classification.

- **Take part in sprints for climber's jersey:** The rider will have his sights set on the climber's jersey and classification.

- **Take part in sprints for point's jersey:** The rider will have his sights set on the sprinter's jersey and classification. He will take part in intermediate sprints.

- **Take part in sprint if there is a massed sprint finish:** The rider will compete in a sprint finish.

- **Be lead-out man for:** The rider will lead out the designated team mate in a sprint finish.

- **Defend leader's jersey:** The rider will relay at the head of the peloton only if there is a danger for his leader, who is currently wearing the leader's jersey. The objective is not to catch the breakaway, but to protect the leader's jersey.

- **Take part in chase after breakaway riders:** The rider will relay at the head of the peloton to reel-in a breakaway except when a rider from his own team is part of the breakaway.

• **Take part in chase after breakaway riders if it contains a dangerous rider:** The rider will relay at the head of the peloton if a breakaway contains riders that are dangerous for the general overall classification. In stage mode, the rider will aim for a stage victory whereas in tour mode his aim will be the general overall time.

These last three orders are cumulative. However, the more orders a rider is given, the more he will be under pressure and the faster he will tire.

Once race strategies have been decided and individual orders given, click on the «Simulate» button to view the race results. It will take a few seconds for the calculations to be carried out. Results are displayed behind three tabs. The first, «Results» allows you to see the winners of the various race rankings (General, mountain, points...). «Feedback» gives you some idea on how your riders fared in relation to their race strategy and «Events» give you details on the major happenings during the race.

## • 12. 3D RACE INTERFACE

There are 3 types of race: road race, individual time trial and team time trial. The tactics for each vary and so does the interface. The quality of the 3D image depends on your graphics card. If the movement of the riders is jerky, reduce image detail (see «Options» at the start of this manual)

### 12.1. COMMON ELEMENTS

#### **SELECTION OF RIDERS DURING A RACE**

There are several ways to select a rider, or riders:

- Left-click in the 3D race screen and drag the mouse over a rider or group of riders.
- Left-click on a rider in the 3D race screen.
- Left-click on a rider's box at the left of the 3D race screen. You can select several riders by holding down the CTRL key as you left-click on the riders' boxes.
- The numbers of the numeric keypad allow you to select riders according to the order in which their boxes are displayed, from top to bottom, at the left of the screen (1=1st, 2=2nd, 3=3rd etc).

When a rider is selected, his box is highlighted and it stands out slightly from the rest. On-screen, he will be marked by a green circle on the ground and the red and white windssock will sit over his head (if you have not deactivated this option).

All your riders are marked by a white circle. When you select one of your own riders, the white «team» circle turns blue and the green «select» circle sits inside it.

Moreover, the names of your riders are displayed in white. The name of the currently selected rider (from another team) is displayed in green and the one over whom you place the cursor is in mauve.

#### **CONTEXT MENU**



Context menus will appear on-screen when you click with the right mouse button on a rider.



When you right-click on one of your own riders the context menu allows you to protect, follow, measure time-gap or stand beside him. When you right click on an opponent the context menu offers 4 icons allowing you to follow the attack, follow him, measure time-gap or stand beside him.

## CONTROL OF RACE ENVIRONMENT

Controls for cameras, race-speed and music are lodged behind 3 distinct icons at the top right-hand of the screen. By clicking on an icon, you cause a full strip of subsidiary icons to appear.

### CAMERA CONTROLS:



You can move easily from camera to camera by clicking on an individual icon. Cameras can also be activated via function keys.

### GAME SPEED:



Pause the game or increase race speed by x2, x4 or x8.

**NB:** When all your riders are past the finishing post you can bring the race to a quick end by selecting x8.

### INTERNAL SOUND PLAYER:

*(Increase/decrease volume, play/pause or stop a track).*



## IN-RACE CAMERAS

Cameras are also accessible via function keys.

F5: Activates the main camera. The camera allows a many viewing possibilities which you can control by a combination of holding down the Alt key and mouse movements:

Angle of view: Alt key + left mouse button, while moving the mouse

Zoom in / out: Alt key + mouse wheel

Alt key + right mouse button + left/right movement of mouse

F6: Move from camera to camera

F7: Activate helicopter camera. The viewing angle is fixed, but it is possible to zoom in/out by using the alt key + mouse wheel.

F8: Freeze camera and angle of view. View is fixed on the spot until you choose another camera.

F9: Move from one motorcycle camera to the next. These show views from inside the race, but neither angle nor zoom can be modified.

F10: It is possible to activate a bird's eye view camera over intermediate sprints, mountain sprints and finishes. Each camera can also be activated by clicking on the relevant symbol in the race profile view. For example, a click on the chequered flag will take you straight to a view of the finishing line (even though the riders may be hundreds of kilometers away).

## ON-SCREEN DISPLAYS

At the top-right of the screen is the race profile (available with F2 key). It shows the actual position of the various groups of riders P = Peloton, E = Breakaway (Echapée), the numbers in each group, intermediate sprint posts, etc ... The race camera will position itself on a given group if you click on the marker. If you click on any of the intermediate or mountain sprint flags, as well as the chequered flag, the race camera will immediately position itself at that point. The three magnifying glass icons allow you to zoom in and out on the race profile as well as to reset the display.

## PROFILE



- 1) Distance to finishing line/distance already covered. Click on display to switch from one to the other.
- 2) Distance to next intermediate sprint.
- 3) Distance to next mountain sprint.

## RIDER INFORMATION



- 1) The first «Time gap» allows you to click on a group of riders and to view the amount of time separating it from other groups.
- 2) Below that is a rider information panel. A flag and a rider's name show the current selected rider (not necessarily from your team). When you click on the small arrow to the right his characteristics are displayed.
- 3) Depending on the race, you may also be able to view a third panel showing:
  - Race position
  - Young rider ranking
  - Points jersey ranking
  - Climber jersey ranking
- 4) Speed of selected rider
- 5) Slope
- 6) Wind speed

## IN-RACE INFORMATION PAGE

The «information» button (or space bar) causes a full screen information page to pop-up over the 3D race screen.



The number of tabs displayed depends on the race environment:

**Rider:** Displays a list of all the riders by team. The race camera will position itself on a rider if you click on his name.

**Profile:** Brings up overview of race profile with detailed information on each group, including the riders in each group. The race camera will position itself on a group when you click on the relevant marker.

**Information:** Shows another view of the race profile with information on the distance, climbs, highest point...

**Ranking:** Consult current overall standings as well as the tables for points, climbers, under-25s and teams

**Sprints:** The race profile is displayed with a table showing the results of the various sprints (if applicable in that race).

**Events:** Lists of all the events during a race. It is possible to export the list at any moment, by using the button at the base of the page.

## EVENTS

Each time an event occurs during a race (fall, attack, puncture...) a message is displayed at the bottom of the screen. Certain events may concern several riders. If a team leader is involved his name appears between brackets. If a member of your team is involved the message appears in green. If you click on a listed event the camera will focus on it, but you must react quickly as the displays constantly updated. You should play close attention to the events as they are displayed. For example, if your rider is in a breakaway group, but he doesn't take on his share of the relay work, the other riders will show their dissatisfaction through an event message. If you see such a message, it won't be long before the other riders will try and lose your rider.

## END OF A RACE, PODIUM AND REPLAY

**Victory animations:** If you are lucky enough to bring your rider to a race victory, you can choose the way he celebrates as he crosses the line. The following keys - Q, W, X, C, V, B, N - launch a variety of animations that you can discover as you go from victory to victory.

**End of a race:** At the end of a race, when all riders have arrived (speed up race to x8 to get every one home quickly once all your riders are over the line) a few of the race highlights are shown on-screen. What you see depends on the race. You can stop the presentation by clicking on the «Next» button or you can jump to the next highlight by pressing on the spacebar. You are then invited to «See the race replay», «See the podium replay» or to «Go to the race results page».

**Replay:** All races are recorded from start to finish and stored in the game's «Replay» directory. For the replay to be permanently saved, you must click on the «Save» button which is displayed on-screen while the replay is being shown. You can use the slider to position the replay view at any moment during the race and you can use the speed buttons to accelerate the running speed.

**Podium:** The podium shows the race winners. The race results are inlaid over the podium images. When all is over, the day's result is displayed as a title on the front of the «Cyanide Sport» newspaper.

## 12.2. INDIVIDUAL ROAD RACE

### MAIN CONTROL PANEL

Each of your riders is represented by a box on the left of the screen. On the top line you will find the rider's name. Below that are the energy bars and his effort level in %. Underneath, from left to right, are feeding icons showing number of remaining «meals», an energising gel button, heart rate and the rider's race-day condition. Outside the main box, to the right, is the group in which he is currently riding (if he is in the peloton no group is displayed) and an icon showing his current activity.

Feeding riders is essential and each rider starts the race with 2 feeds. These empty slowly as the race progresses, but there is not enough to reach the end of the race. You must therefore regularly «restock» your rider. Should you fail to do so, the box in which the rider's name is displayed will blink dark blue. This is a warning and you should quickly get some refreshments to the rider(s). Rider performance will not suffer unduly while the box blinks dark blue. However, if you fail to react the box will start to blink red and that means reduced performance! The best way to manage feeds is to stock-up your riders before they run out. «Restocking» can only be done by your own riders and only for the team-mates that are in the same group as them. It's obviously best to use a lesser rider for the role than a team-leader and you should keep an eye on the terrain. It makes no sense to send a weak rider to restock his team mates if there is a steep climb. He may never get back to them with their much needed food. (See «Action Panel» for an explanation of how to «restock»)

The «energising gel» button can only be used once. It gives the rider a small boost and is ideal for attacks.

There are 3 energy bars: a green energy bar showing energy levels for the whole race; a yellow energy bar showing energy for extended effort and a red bar for attacks or for riding at very high speed. The green energy bar shows the rider's stamina and it is slowly eaten up during a race. If it is empty at the end of the day he will feel it the next day and his green bar will not be filled to the maximum! The yellow energy bar is consumed when a rider is at relatively high speed, but it slowly fills up again when he takes it easy. The red energy bar is consumed in attacks and when riding at very high speed. It drops away quickly during these high activity levels, but it builds up again when a rider is heading downhill or when he reduces his effort. If the bar is empty when another rider makes a breakaway on a hill then the rider has no hope of following. When the front section of the box blinks green, it means that the rider is feeling particularly good. It may offer an occasion for him to try something! However, a rider will only discover if he's feeling particularly good if he does try something. He will step on the gas and suddenly discover that he's got an extra bit of push, for example. Sitting in the middle of the peloton, riding along at a steady pace is unlikely to yield anything, whereas during an attack or a relay, the rider may suddenly find himself in a temporary state of grace. These periods cannot, however, override the intrinsic attributes of each rider.

An explosive rider will always be more effective when producing a short sharp effort, whereas a «rouleur» will always be more successful when producing a sustained effort over a long period. A rider will not be able to «feel good» when in free effort mode. At the bottom right of each box an arrow or a figure (-5 to +5) shows the «Race-day condition» of each rider.

#### RACE-DAY CONDITION

A rider's condition varies according during the season, depending on his training program, his state of fatigue... However; there are also daily variations within these wider periods. These changes are shown by a white box on the right of the rider's information box. As with «states of grace», a rider doesn't have a precise idea on how he is feeling until he sets out. The more he rides, the better the idea he will have. As a result, Pro Cycling Manager's race-day condition indicator evolves as the race progresses. There are 3 distinct periods. At the outset, the box contains an arrow which will point in one of 3 directions. Up = feeling good; horizontal = average and down = not so good. These are approximate indicators which will become more precise as the race goes on.

When a rider has a better appreciation of his condition a numeric value (from -5 to +5) will be displayed. This value is an indicator, but it is not final. The number appears on a grey background. Finally, when things are clear, the numeric value is confirmed and it appears against a coloured background ranging from dark red (-5) to bright green (+5). The passage from phase to phase depends on the effort expended by the rider. The more that is demanded of him early on, the quicker his condition will be confirmed.

#### ACTION PANEL

The action panel is at the bottom left of the screen. The actions will apply to your riders selected at that moment.

 **Effort cursor:** sitting at the top of the action panel, it indicates the effort being applied by the rider, from 0 to 99. The higher the level, the greater the effort. The following actions are not affected by this value: Attack, Counter-attack, Sprint, Follow, Protect and Feed. When a rider is engaged in one of these actions his effort level, displayed in the rider's individual control panel, is greyed-out. You can get a rider to abandon by leaving the effort level at 0 for several seconds. At the start of the race the riders have the cursor set to 50.

 **Keep position within the group:** This is a rider's default action. He starts the race in this mode with an «Effort cursor» set at 50%. This order asks your rider to try and keep his position within his current group. The «Effort cursor» dictates the maximum effort expended by the rider to keep his position. If staying with the group requires a greater effort the rider's effort level, displayed in the rider's individual control panel, will start to blink in red. **NB:** Keep an eye on a rider's energy level when using this order. He could well use up all his energy trying to keep with a group.

 **Independent effort:** The rider will react exactly to the effort level set on the effort cursor, independently of the other riders. It allows for micro-management of a rider and is reserved for experienced players. The slightest inattention and a rider could get left behind by the peloton.

 **Short relay:** The rider will move to the front of the group for a few seconds. He will then move to the back of the line. This order takes into account the effort cursor level. If it is set at a low level the rider will take few or no relays. If it is set too high he will usually find himself leading the group and not being relayed by the others.

 **Infinite relay:** This order is applied to a single rider and its main aim is that he tries to head a relay pacyline without rotating the lead with other riders. The rider will take into account the value of the effort level cursor. If he has team-mates in the pacyline, they will respect the tempo set by their man at the front and will not seek to move ahead of him, whatever their own effort level. Opposition riders will, however, follow their own objectives and if the rider is not moving fast enough, they may move ahead of him.

 **Feed:** This is an order for a rider to collect feeds for the team mates in the same group as himself. You do not have to select a target or targets, just select the «delivery boy» for the group. He will move to the back of the current group, pick up supplies and then move forward, automatically restocking team mates as he goes. If a rider requires 2 feeds, he will receive 2; if he only requires 1, he will receive 1. It is essential that you keep a close eye on this aspect of the race as a rider left without food may suffer a drop in performance. This order is independent of the effort cursor.

 **Attack:** The rider will make a very intense effort to leave his current group behind. To be able to launch an attack the rider must have some energy left in his red bar. The attack will empty this bar and increase the heart rate. This order is independent of the effort cursor. **NB:** Launching an attack while the peloton is moving at full speed serves no purpose (except to waste your rider's energy). If your rider does not move away from the group there is no point in insisting.

 **Counter-attack:** To pursue an opponent who has burst away, you first select the escaping rider with a right mouse click and then select the Counter attack button. Your currently selected rider will head-off in pursuit. A counter attack uses up less energy than an attack. **NB:** This action is also available from the context menu when you right click on the opponent who launched the attack. This order is independent of the effort cursor.

 **Sprint:** This allows the rider to have a burst of speed over a short period. A sprint can only be launched 3 kilometers from the finish line in a race on the flat and 1 kilometer from the line in a mountain stage. Sprinting consumes the rider's red energy bar. This order is independent of the effort cursor level.

 **Follow:** To follow a team mate who will lead the rider out, or to take the wheel of another sprinter (for intermediate or final sprints) select one of your riders; click with the right mouse button on the team mate/sprinter and then left-click on this button. Your rider will try and settle into the slipstream of the team mate/sprinter. However, if another (AI) rider has the same idea there will be a struggle, with one of the riders coming off second best. If your rider cannot take the wheel of the sprinter he may settle into the line or he may give up. **NB:** This order is also available via a context menu and is independent of the effort cursor.

 **Protect:** The protection icon in the action panel allows you to protect a rider without using the «Protection control panel» (see below for an explanation of «Protection»). You must first select the protector (either by clicking on him or by selecting his rider control box) and then you click on the Protect icon at the bottom-left of the page. You then right-click on the team mate to be protected, opening up his icon context menu. The protect icon within the menu will be highlighted. Click on it with the left mouse button to complete the protection procedure. A rider can only protect one team mate at a time and a team mate can only be protected by one rider. This order is independent of the effort cursor.

## 12.3. INDIVIDUAL TIME-TRIAL

The individual time-trial is a very particular event and Pro Cycling Manager possesses a gameplay specifically adapted to it.

### TIME-TRIAL CONTROL PANEL

The rider panels displayed along the left side of the screen are activated by two buttons at the base of the screen. Each is specific to the individual time-trial.



The «Main» control panel is the default display

It shows the rider's name, his speed, his effort level and heart rate. To the left are three horizontal bars. The first is the effort cursor, which can be adjusted in «manual» mode. As effort increases, the colour changes from green, to yellow, to red. If a rider stays too long on red he will burn up too much energy and will fade before he reaches the finishing line. The green bar shows the rider's energy level. It starts full, but it empties as the race progresses. The blue bar, at the bottom of the control panel, shows the relative distance to the finishing line. If, towards the end of a race, a rider has larger green bar than blue bar, it may be worth while upping his effort rate. However, a short green bar compared to a long blue bar means that the rider may have trouble making it to the finishing line at his current effort level. The objective for all riders is for the green energy bar to be empty just as the rider crosses the finishing line.

**NB:** A constant level of effort gives best results. Too many changes lead to a poor performance.

To the right of the energy bars, at the tip of the control panel, you will find the rider's race-day condition indicator which will give you an idea about how a rider is feeling.

The stopwatch button changes the display in the rider panels at the left of the screen.

Before a rider sets off, the display is empty, but once he is on his way you can check his relative position at two intermediate points and, when he crosses the finishing line, his current race position. These values change constantly until the last rider crosses the line.

## 12.4 TEAM TIME-TRIAL

Team time-trials have a specific gameplay. The key is to have a full team working together. However, each rider must be managed individually and none can be placed on «automatic» control. The main problem for the player is that each rider has his own strengths and weaknesses, which must be taken into account when setting the overall team rhythm.

Too fast and some riders may drop off the pace. Given that a team's time is taken when the fifth rider crosses the line it serves no purpose to push riders to their limits. Especially if you only have five riders left!

## RIDER INFORMATION AND CONTROL



The rider panel resembles, in some ways, the road race and individual time-trial panels. You'll find the rider's speed, heart rate and effort level and at the right of the panel is the rider's condition indicator. Other information and buttons are specific to team time-trials.

### RELAY

At the top left of the panel is a button that controls whether the rider relays or not. Depending on what you require of him the displayed icon will switch between:



The rider will sit at the back of the line and not make any effort to relay. This order can be used to rest a rider.

### ACTIONS



**Set relay timing:** Using the «->» and «+>» signs, you can set the time that each rider will spend at the head of the line of relayers. The more time spent as lead rider the more tired the rider will become, but the more effort he expends for the team. Once you understand the potential of each rider it is possible to fine tune the effort of each rider so as to have a significant impact on overall performance.

### ENERGY

The green bar indicates the rider's overall stamina. His performance level is at its highest when the green bar is full. When the bar is empty the rider is incapable of keeping up a sustained high speed. The yellow bar shows the rider's «digging deep» energy, required when an extra effort is demanded of him. The bar will be eaten up when the lead rider in the group lays down a sustained high speed. When the light blue bar is eaten up the rider will «hit the wall» and drop of the pace. If the team leader is setting a high tempo you should keep an eye on your riders' blue bars. Otherwise the leader might find himself very much alone.

### EFFORT LEVEL

To control the effort level of a rider you must first select his control panel and then use the horizontal slider at the bottom-left of the screen.

You can set the level for the full team by selecting each rider's control panel while holding down the ctrl key and then adjusting the slider.

## • 13. MULTIPLAYER

### **13.1. ARMADA**

To play an online multiplayer game click on the «Armada» button.

You must first create an online name; if your current profile name has not already been used by another online player you will be asked to activate it (should your profile name already be in use, you will be invited to change it). You will be taken to a page which is similar to that displayed when you created a player profile. Here you must enter a password and a valid email address. You should note the password in a safe place, but should you lose it can be recovered via email, which is why the email address you enter must be valid. You can chose for the system to remember the password if you want, meaning that you will login directly when you next click on the «Armada» button. Please note that a player key is limited to three online profiles.

Inside the Pro Cycling Manager room you will find a table showing current games, the number of players in a particular game with the maximum number possible.

The «Join» button means that a multiplayer game has been created and that it may be possible to take part. You are then brought to the «Game» page. However, as the **Pro Cycling Manager** is very international you may find yourself in a group that do not speak your language (but that's half the fun!).

You can create your own game by either clicking on the «Create a game button (road races) or the «Create a game in Track mode».

You fill in the various fields as requested: Game name, Game password (if you wish to restrict access), Game Type, numbers of players depending on the race type).

If you tick the Ladder game box the game will be played with a database where all players have identical team characteristics and equipment. The results will go towards the worldwide **Pro Cycling Manager** rankings which are visible online via the «Ranking» button. You can also limit the game to those you have identified as friends. This is a new facet of the game and it allows you to create a list of friends via an invitation system. The name used for the friend is that of the online profile.

### **13.2. ONLINE TRACK RACING**

Lovers of Track mode haven't been left out and an Online mode will also enable them to compete against riders (friends or otherwise) from all over the world, allowing them to gauge their level in this extremely competitive event!

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### Thanks to

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### ASO - Tour de France

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the development of the game.

## KEYBOARD SHORTCUTS

Actions	Keyboard shortcuts
Display/Hide rider control panels	F1
Display/Hide race profile	F2
Display/Hide group/time-gap panel	F3
Display/Hide rider information panel	F4
Default camera	F5
Switch between cameras	F6
Helicopter camera	F7
Fixed camera	F8
Switch between motorbike cameras	F9
Switch between sprint cameras	F10
Display/Hide music/speed controls	Del
Display/Hide all interface elements	Ctrl + U
Increase/decrease speed of game	+/- or Alt+PageUp/Down
Pause game/Resume at normal speed	P
Display/Hide windsock	O
View next/previous group	Ctrl + PageDown/Up
More information	Space
Select rider from own team	1 to 9 of numeric pad
Select several team riders, one by one	Ctrl + 1 to 9 of numeric pad
Select all team riders within current group	0
Store a group of own riders in memory	Ctrl + 1 to 9 of alphanumeric keyboard
Select a group of riders stored in memory	1 to 9 of alphanumeric keyboard
Move to next/previous rider	Left/Right arrow
Move to next/previous group	PgUp/PgDn
Move to next/previous team rider	Up/Down arrow
Display/Hide rider context menu	Tab
Sort rider control panels according to current race positions	Backspace
Attack	A
Maintain position	Z
Effort cursor	E
Relay	R
Infinite relay	T
Fetch water bottles	Y
Use energy gel	U
Increase/Decrease effort	Ctrl + Left/Right arrow
Follow attack or protect a team-mate	Q
(Before/during a sprint) Follow the selected rider	S
Measure time-gap between two riders	D on 'origin' rider then D on 'target' rider
Take position next to target rider	F
Victory celebrations	W,X,C,V,B,N,?
Display/Hide circles around selected riders	2
Masquer/Afficher les cibles de sélection	2

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