

 XBOX 360®



**CYANIDE**  
studio

**FOCUS**  
HOME INTERACTIVE

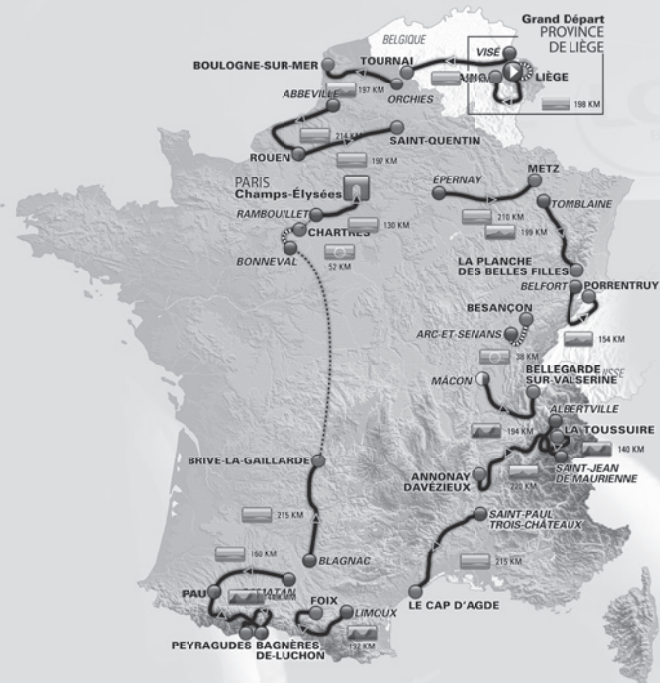
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## INTRODUCTION

Play as a professional cyclist, and throw yourself in the most prestigious cycling competition: the Tour de France! Finely mixing simulation and action, Tour de France offers you to challenge all the biggest cycling champions on the leading race of the season! Get the best out of your teammates, and form alliances with other teams and their rider to win a stage, or battle for the famous Yellow Jersey!

21 stages, full of tension and adrenaline, await you: the turns of events in the mountains, the fierce sprint battles at the finish lines... all has been made so that you live, intensively, the Tour de France just like a real cycling champion!



## MAIN MENU

You have the following choices from the main menu:



### PLAY:

**TOUR DE FRANCE:** Take part in all **21 stages of the Tour de France**. Choose from among the most illustrious international teams and pick any rider to play in this prestigious competition. Try and steal the best places in the rankings and bag the **legendary jerseys**.

**ONE-OFF STAGE:** Take part in your chosen stage from among the **21 official stages of the Tour de France**. Use this section to train, refine your tactics or simply play a single stage.

**Continue:** Continue the current game by selecting the desired saved game.

**MULTIPLAYER:** Use this mode to challenge a friend or another player one-on-one in Tour de France 2012 and quickly climb the world rankings!

**OPTIONS:** In this section you can adjust the sound options for the game.

**TUTORIAL:** The tutorial is an essential section where you will find everything you need to know about the game's commands, its different phases and communicating with your teammates. We recommend you consult this section before taking part in your first race. Remember that a 'live' interactive tutorial is available during the game phases, describing the main elements of the game.

**RANKINGS:** Confirm your performance against other players and friends via the world rankings.

**TROPHY ROOM:** The trophy room is an archive of all your achievements in the games you've played. This is where you find your game statistics, arranged by mode.

**DATABASE EDITOR:** This option enables you to personalize the name of the cyclists and teams invited to ride in the Tour de France.

**Note:** When you are in the main menu, press **Y** to access the Xbox LIVE Marketplace and view the latest available game content.

## SAVING / LOADING

Whether in **Tour de France mode** or **One-off Stage mode**, the game has an automatic save system that records your progress at each checkpoint along the stage.

**Tour de France** also allows you to record your progress via a manual save option at the beginning of each playable stage as well as the end of each stage. Once a save is created, you can access it via the 'CONTINUE' menu on the main menu.

**ATTENTION:** We strongly recommend you do not turn off the console while loading or saving a game.

## STARTING A NEW GAME

This section describes the stages involved in launching a new game in **Tour de France mode** or **One-off Stage mode**. Both modes function in the same way, except that in One-off Stage mode, you must select the stage you want to play.

### CHOICE OF STAGE (ONE-OFF STAGE MODE):

**One-off Stage mode** enables you to play your chosen stage from among the **21 official stages of the Tour de France**. Select the stage you want to play and confirm your choice. For each stage, the total distance and type of stage (road race, hilly or mountains). The Time-Trial Stages (stages 1, 10 and 20) are indicated by a Stopwatch symbol.



### CHOICE OF TEAM:

Each year, the best teams are invited to take part in the most prestigious cycling race. For this edition, **22 well known teams** were brought together to compete for the best rankings in this fantastic race. Scroll through the available teams to display the characteristics for each one (Overall Ranking, Sprint and Puncheur), along with their main riders.

The difficulty level shown is based on the team settings – depending on the level of the team and its riders, the difficulty level required to reach the top of the podium will vary. For example, if you choose a team classed among the top few in the world, the difficulty level will be reduced as it is composed of experienced, top level riders. Conversely, the challenge will be different if you choose a lesser ranked team.



### CHOICE OF TEAM ROSTER:

Before you begin the first stage of the **Tour de France**, you can modify the composition of your team. nine riders must be selected in order to validate your team and begin the race.

The list of team members show the overall characteristics for each rider – overall evaluation, performance level, and specialisation. You can also display their detailed characteristics (attributes) – Endurance, Speed, Time-Trial, Mountain... in order to help you choose your nine riders. To modify the composition of the team available to you, you must first remove one of the riders from the selection (X button), then choose another rider to replace him (still using the X button).



Once your team is complete, confirm your Roster to begin the stage.

## CHOICE OF RIDER TO CONTROL:

Just before the stage begins, you must choose the rider you want to control. You can choose any of the nine riders in your team. You can of course choose to control the leader but you may also choose a teammate or fighter depending on your target results. To give yourself the best chance, choose a cyclist whose skills are best suited to the stage profile and your playing style.



## CHOICE OF SUPPLIES:

Before the race begins, you must choose supplies for the race. You can choose from several different types of food. You will receive a temporary effort bonus depending on the supplies consumed.

## GAME COMMANDS

### IN CLASSIC RACE



#### • **A** BUTTON: Effort management.

The Effort Management button enables you to increase the intensity of your rider's effort. Press the button repeatedly to accelerate. The quicker you press it, the greater the pedalling power. In order to maintain the required level of intensity, press and hold the button. If you release it, the level of effort steadily decreases. The principle is not to immediately accelerate by pressing the button, but to control your rider's effort in order to increase their speed and manage the race (Attack/Counter Attacks/Relays, etc). Increasing your rider's effort consumes energy proportionate to the effort. When you release this button, the rider's effort steadily decreases and returns to its original level.

#### • **X** BUTTON: Slow down / brake.

You can reduce your rider's effort, or brake, in order to remain protected by other riders or when you speed up too much and the risk of falling is too high.

#### • **B** BUTTON: Change Gear.

The gear is the connection between the teeth on the chain wheel and those on the sprocket. The bigger the link, the greater the chain distance for one revolution of the pedals. Essentially, it allows more or less power to be produced in one turn of the pedals depending on the gear used. For example, a high gear will be more efficient when attacking and likewise a low gear will be better for climbing hills. But be careful – high gears use more energy. So use this wisely!

• **Y BUTTON: Supplies.**

If you want to get supplies, press this button to open the supplies window. Choose and confirm the type you want using the same button. Use these bonuses wisely as you can't attack until the supplies have been completely consumed. In order to cancel receiving supplies, press the button twice.

• **RB BUTTON: Communication Panel.**

This button enables you to open the communication panel. Press it to open the panel, choose the communication element required and press it again to confirm the action. Use the LB button to return to the communication panel menu.

**Note:** You can learn more about the communication panel in the 'radio communication' section of this manual. To learn more about effort bars, see the 'Interface and Game System' section of this manual.

• **A BUTTON: Increase / Control the rider's effort.**

Press this button repeatedly to accelerate. The more quickly you press, the greater the pedalling power. In order to maintain the required level of intensity, press and hold the button. If you release it, the level of effort will steadily decrease.

• **X BUTTON: Decrease pace / Brake.**

**Note:** You can find out more on game commands in the game tutorial. Before using the wireless controller, check it is linked to your console.

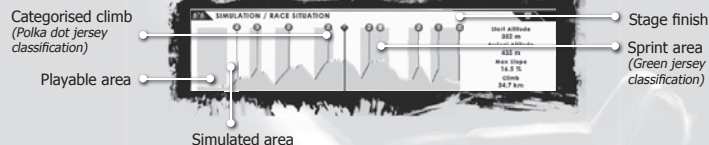
## INTERFACE AND GAME SYSTEM

### PLAYABLE AND SIMULATED SECTIONS

In the real **Tour de France**, one stage lasts several hundred kilometers and can sometimes take more than 7 hours! To help you experience the intensity of this race for real, **Le Tour de France** has several official stages from the king of races in half scale. Furthermore, the stages are divided into playable sections and simulated sections. The playable sections have been chosen according to their tactical interest, and in order to provide a wide range of race situations throughout the Tour.

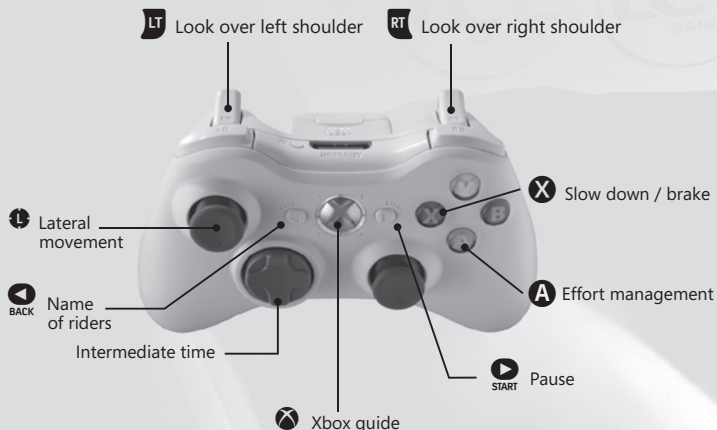
Between two playable sections the race is simulated and the AI carries out team orders (including yours) based on the characteristics of the riders, their physical condition and the choices you've made during the playable section. The main events of the race are displayed in real time during the simulation. Likewise, during these simulation phases, you can learn more about the situation in the race and the riders involved. This could prove useful later in the race so don't hesitate to check this information. If you want more time to check it, you can slow down the speed of the simulation for a given section.

The areas you play and those that are simulated are represented on the stage profile by different colours. The number and choice of playable sections is determined by terrain profile, along with keys points on the current stage and other stages.



Refer to the game tutorial to learn more about these sections

### IN A TIME-TRIAL RACE

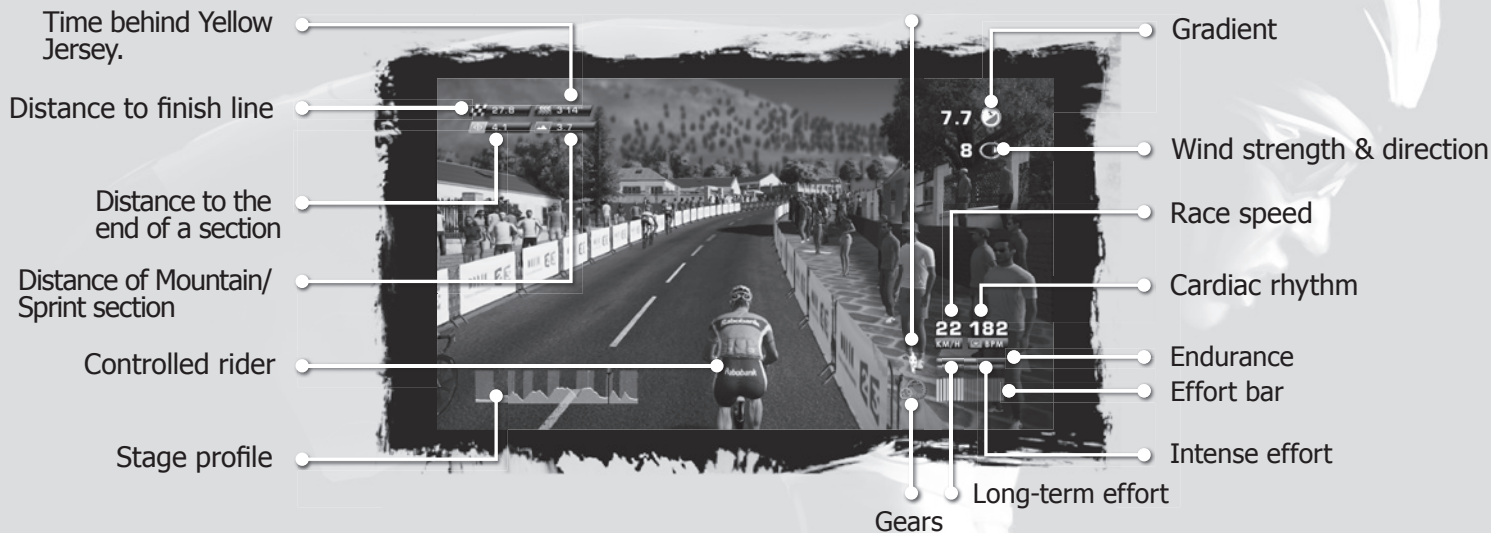


In an individual time-trial you race alone against the clock. Your objective is to finish the stage in the quickest time possible. The gameplay for a time-trial is slightly different from that of a normal stage. This type of race is a real physical and tactical challenge for the cyclists, who must negotiate a course of around sixty kilometres as quickly as possible. The key to winning is to use the rider's aerodynamics as well as to maximize the efficiency and precision of the racing line.

This is why the gameplay in this mode is adapted to time-trial requirements by offering more refined racing line control and placing the emphasis on 'raw' performance.

## PLAY A STAGE

During the race your rider moves forward automatically but you have to control speed, effort, lateral trajectory and your rider's actions.



In «**Le Tour de France**» three energy bars (*green, yellow and red*) allow you to measure the physical ability of your rider:

- **THE GREEN BAR** represents a rider's endurance. This bar depletes throughout the race and can never be replenished before the start of the next stage. The level of replenishment during the following stage depends on the amount of energy spent in the previous stage and the Recovery (REC) of the rider.

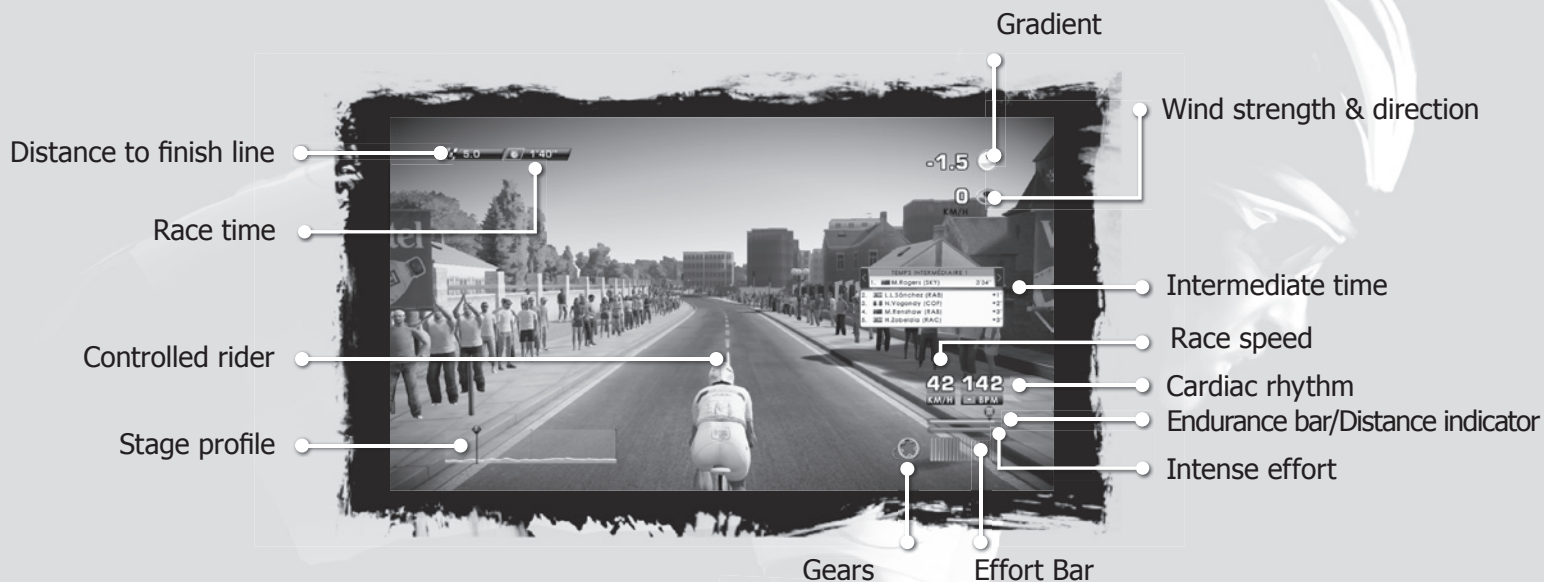
- **THE YELLOW BAR** represents the energy that allows a high level of effort to be maintained over a relatively long period of time. The higher the Resistance Characteristic (RES), the longer this effort level can be maintained. Once this bar is empty, the rider can no longer maintain his pace and must slow down. Once he is riding more slowly, his yellow bar can gradually increase again.

- **THE RED BAR** represents the energy used for very high levels of effort over a very short period of time such as an attack or a sprint. It empties very quickly when such actions are carried out but can also quickly fill again when the rider calms the rhythm down a little.

- **EFFORT BAR:** The vertical effort bar on the lower right of your screen allows you to see the amount of effort currently being produced by your rider for a given action (attack, relay, effort management) that you can adjust. To increase this effort, quickly press the button associated with the action until the desired effort level is reached and keep the button pressed down to retain this degree of effort. The greater the effort demanded from the rider, the more the effort bar turns red and depletes the energy and endurance bars.

Refer to the 'Commands' section of this manual and the game tutorial for more information.

## TIME-TRIALS



● **ENDURANCE BAR AND DISTANCE INDICATOR:** This green bar shows you your rider's endurance level. There is also a distance indicator: This reduces the closer you get to the finish line. It allows you to compare your rider's endurance level with the remaining distance. The aim is to maintain an endurance level greater than the remaining distance to allow a more consistent effort and to beat the clock.

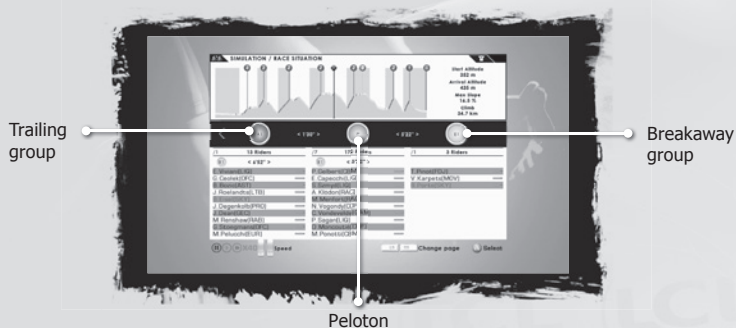
● **ENERGY BAR:** This shows a rider's power level. The higher it is, the quicker the race speed.

● **EFFORT BAR:** Reacts as in a normal race situation.



## SIMULATION PHASES

During simulation phases, you have access to different types of information in order to follow the main events of the race, or assess the strength of opposing teams. The profile page offers you an overall view of the race with the position and gaps between each group of riders in relation to the peloton. For each group, the names of the first nine riders are displayed. The riders of your team are shown in bold.



## MULTIPLAYER MODE

Whether you playing against a friend or another member of the community, multiplayer mode enables you to compete one-on-one against another player on an official Tour stage.

You will be assigned a race scenario for this multiplayer stage that matches the level of the rider/team selected. This is in order to balance out the chances of winning and provide a more realistic challenge.

### • CREATING AND LAUNCHING A MULTIPLAYER GAME

The pre-race process is basically the same as for Tour mode, with the difference that you first create the correct type of game by selecting 'Multiplayer' mode from the main menu.

Once you have created a game, you invite your competitor. To do this, send out an invitation. Once the competitor has been found, confirm and launch the pre-race selections.

### • JOIN

There are several ways to join a game:

- By accepting an invitation
- Or by taking an open slot in the matchmaking system.

Once you have joined a game, follow the instructions, make your team selections and start the race.

## RADIO COMMUNICATION

In **Le Tour de France**, the cyclists carry a discrete radio device that enables them to communicate with teammates and also the team manager. The latter will provide you with all necessary information during the race so pay attention to what he says as the success of a stage also depends on that part of the race environment that you can't necessarily see!

Use the **RT** button to open the radio communication panel. Then navigate around the communication panel with the **left stick on your Xbox 360 Controller**. The **RT** button enables you to go back when navigating.

Radio communication remains a practical way of requesting detailed information on the race situation, different time intervals at a given point in the stage ... It is also useful for communicating with your teammates in order to find out their fitness levels, ask them to carry out specific actions or to implement your strategies.

*You will learn more about race communications via the game tutorial.*

## LEADERBOARD

Do you want to compare your performance against other players? Consult the Leaderboard in order to update your professional cyclist talents. To do so, go to the Leaderboard menu in the main menu.

There you can compare your achievements with other players using several different criteria, in particular race bonuses. Depending on your stage/Tour ranking or micro ranking (sprint, mountains, etc), your team will award you an additional race bonus. The better you perform, the higher your bonuses and the better your online ranking will be.

# TOUR DE FRANCE 2012 RULES

## GENERAL INDIVIDUAL TIME RANKING

The general individual time ranking is established by adding together the times achieved by each rider in the 21 stages.

## YOUNG-RIDER RANKING

The young-rider ranking is reserved for riders born since 1st January 1987. The daily leader of this ranking is the highest placed young rider in the general individual time ranking. After the final stage, the leader of this ranking is declared the winner of the young-rider ranking.

## GENERAL TEAM RANKING

The individual points ranking is obtained by adding together the points recorded in the individual rankings for each stage, according to the following tables:

- **Points awarded for flat stages:** 45,35,30,26,22,20,18,16,14,12,10,8,6,4, 2 points;
- **For non-flat stages:** 30,25,22,19,17,15,13,11,9,7,6,5,4,3,2 points;
- **For Mountain stages:** 20,17,15,13,11,10,9,8,7,6,5,4,3,2,1 points;
- **For individual T-Ts:** 20,17,15,13,11,10,9,8,7,6, 5,4,3,2,1 points;
- **For each intermediate sprint, except T-Ts:** 20,17,15,13,11,10,9,8,7,6,5,4, 3,2,1 points.

## GENERAL BEST CLIMBER RANKING

The general best climber ranking is established by adding together the points obtained on all passes or hills, according to the following tables:

- **HC climb:** 25,20,16,14,12,8,6,4,2,1 points;
- **Cat 1 climb:** 10,8,6,4,2,1 points;
- **Cat 2 climb or pass:** 5,3,2,1 points;
- **Cat 3 climb or pass:** 2,1 points;
- **Cat 4 climb:** 1 point.

Points awarded are doubled for stages 8 (La Planche des Belles Filles) and 12 (La Toussuire - Les Sybelles).

# TECHNICAL ASSISTANCE

If you encounter difficulties installing or operating **Tour de France**, please contact our technical support department by Email :

**Email :** [support@focus-home.com](mailto:support@focus-home.com)  
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Le  
de TOUR  
France  
2012

Grand Départ  
PROVINCE  
DE LIÈGE



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