

 XBOX 360®



Le  
de TOUR  
FRANCE

2013 - 100<sup>th</sup> Edition

CYANIDE  
studio

FOCUS  
HOME INTERACTIVE

**⚠ WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

### Important Health Warning: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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## INTRODUCTION

In Tour de France, join one of the official pro teams and challenge the great cycling champions in this prestigious competition. Take your place in the peloton and tackle the 21 official stages of the 100th edition of the "Grande Boucle"!

For its 100th edition, the "Grande Boucle" boasts an outstanding route which will pass through Corsica for the very first time with a stage that begins in Porto-Vecchio and with routes through Bastia, Ajaccio and Calvi. After 7 flat stages for sprint specialists, 5 hilly stages, 6 mountain stages and 3 time trials, the Tour de France will culminate in the traditional finish on the Champs Elysées!

## MAIN MENU

Once you have launched Tour de France 2013 - 100th Edition, you will access the main menu of the game where you can choose from the following menus:



### PLAY

Ride one or all stages of the Tour the France in Single Player Mode, or together with a friend in Coop mode.

Select a team and win the most prestigious cycling event of the year!

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

### VERSUS

Challenge one of your friends to a Tour de France. Each player selects a team before starting the competition.

### CYCLING COACH

Tour de France 2013 is available to gamers of all abilities, but owing to the realistic cycling elements featured in the game, beginners may find that some of the finer points of the game difficult to grasp. The **Cycling Coach** is therefore an essential step to understanding the game, as it includes all the game tutorials; i.e. a presentation of the game controls, the basics of cycling and the more advanced concepts.

We recommend you read this tutorial before participating in your first race. Please note that the basic information is displayed during your first races and provides a "live" description of the fundamental elements that are key to playing the game.

### OPTIONS

Here you can adjust the settings for the audio, the game help display, information on the riders and the race and the controller vibration.

### RANKINGS

Compare your performance with other players and friends via the world rankings

### NAME EDITOR

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

## STARTING A NEW GAME

You can play Tour de France 2013 in three modes: Single Player, Teampay in the same team, and Versus mode. You start one of these games in a similar way for each mode. A more detailed description is provided below.

### 1. SELECTION OF TEAM AND OBJECTIVES

Every year the best teams are invited to compete in the most prestigious cycling race in the world. Scroll through the available teams to view their attributes and leaders, and select the one that suits you best. Each team in the game has its own specialty depending on the riders in the team; there are teams of sprinters, fighters and climbers.

Every team offers a series of optional objectives that are specific to that team based on its affinities. These objectives are represented by Bronze, Silver, Gold and Platinum medals, depending on their difficulty level.

### 2. SELECTION OF STAGES

By default, the game contains a selection of stages in the Tour de France that are adapted to the team you have selected. For example, a team that mainly comprises sprinters will be offered more stages with flat terrain, whereas a team of climbers will compete in more mountainous stages.

#### Play one stage only or an entire race

You are free to change your selection of stages in any way you like. You can, for example, attempt a specific stage, all 21 stages or the time trials only.

**Note :** Objectives marked with a «\*» can only be completed if the 7 stages offered to your team by default are selected.

## Selection of the composition of the team

During this phase of the stage selection, you can also press **BACK** to change your race squad and change the team members depending on the stages you have chosen and the attributes of the other team-mates.

### 3. SELECTION OF RIDER TO CONTROL

Once you have confirmed the stages you want to attempt, you must then select the rider you want to control from the 9 team members displayed. You can of course choose the leader or any one of the 9 other riders, i.e. a fighter, depending on your race objectives. Note also that you can use **X** during the race to change the rider you want to control.

### 4. FEEDS

Select two feeds from those available. Once they are consumed during the race they will enable you to replenish some of your effort bars.

## TEAMPLAY MODE

Tour de France 2013 also enables you to play stages in the competition with a friend and in the same team.

1. You start the race in the same way as in Single Player mode (**Main Menu > Play**).
2. Player 2 must then press **START** on the rider selection screen to join the race and choose the rider he wants to play (from among the members of the team selected by player 1).

**Note :** Make sure that the second controller is connected to the console.



## VERSUS MODE

You can compete against a friend in one or all 21 stages comprising the Tour de France 2013.

You start a race in the same way as Single Player mode, except that each player starts by choosing his team independently and then his rider before the beginning of the race.

**Note:** Make sure that the second controller is connected to the console.

## SAVE/LOAD

The game does not have an autosave feature, but Tour de France 2013 enables you to save your game progress manually during a stage and at any time during the race (**Pause Menu > Save**).

We strongly recommend that you save your game regularly during a stage and particularly before each key moment in the race such as a sprint or a perilous ascent.

These race moments will be indicated by an icon in the top right of the screen.

The game also allows you to save your game progress after each stage.



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

You cannot save a game during a time trial race.

### • SAVE - SINGLE PLAYER

Once you have created your savegame you can access it via the **Continue** menu in the **Play** mode in the main menu.

### • SAVE - TEAMPLAY

When you play in Teampay mode, the game progress of both players will be saved.

When you load the savegame, the game will then ask you if you want to resume your game as a Single Player or 2-Player game: **Main Menu > Play > Continue**.

### • SAVE - VERSUS

You save the progression of the 2 players. You can access the save via **Main Menu > Versus > Continue**.

You have to play with 2 players to continue a game you started in Versus mode.

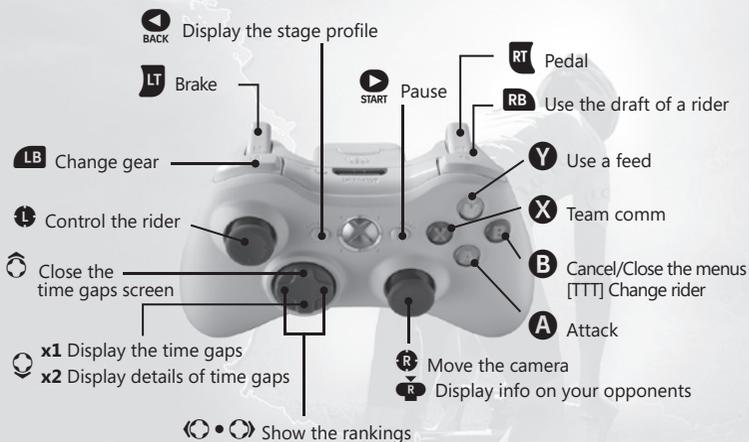
## OBJECTIVES AND EXPERIENCE

Tour de France 2013 offers you a series of objectives and an experience system that will enhance your skills as a professional cyclist.

The sponsors set each team participating in the Tour de France several objectives. These are optional and it is up to you whether you attempt them or not. The more demanding the objectives, the larger the bonuses you will earn and your online ranking will increase accordingly.

You will receive experience points for achieving objectives and an honorary title linked to your experience level will also be displayed in the main menu of the game.

## GAME CONTROLS



### Pedal / Attack / Brake

- **Pedal:** Press **RT** to pedal the bike. The harder you press, the harder your rider will pedal. He will therefore travel faster, but his energy will be depleted more quickly.
- **Attack:** Press **A** quickly for the rider to attack. The quicker you press, the more powerful the attack. **Note:** prolonged effort will soon sap your rider's energy reserves.
- **Brake:** Press **LT** to brake. The harder you press, the harder your rider will brake and the more quickly he will stop.

### Team comm

Use **X** to check the condition and position of your riders. They are displayed in a clockwise direction and, from the top, go from the best to the lowest placed rider. When you are using team comm, your rider will move forward automatically.

### Change rider

Opening the team comm menu allows you to control another rider by selecting him with the left stick and then pressing **Y**. Changing riders allows you to feed them and to hone your race strategy, ensuring you stay at the center of the action. For example if your fighter breaks away at the start of a stage, you can switch to your sprinter if your fighter is caught up as you near the finish line.

### Change gear

**LB** enables you to choose between a low and a high gear.

A high gear allows you to make a greater effort; the rider will move forward more quickly but will also tire more quickly too. Attacks will also be stronger in a high gear.

### Feeds

You must choose 2 types of feed prior to each stage which will enable your rider to replenish his energy levels during the race.

Each feed type will have a different effect which could be useful to you depending on the situation in the race.

Press **Y** during the race to select a feed. Press **Y** again to confirm your choice.

### In an individual time trial race / team time trial race

The gameplay is very different in a time trial race; you race solo or in a team against the clock. Your objective is simple: ride the whole route of the stage in the shortest time possible.

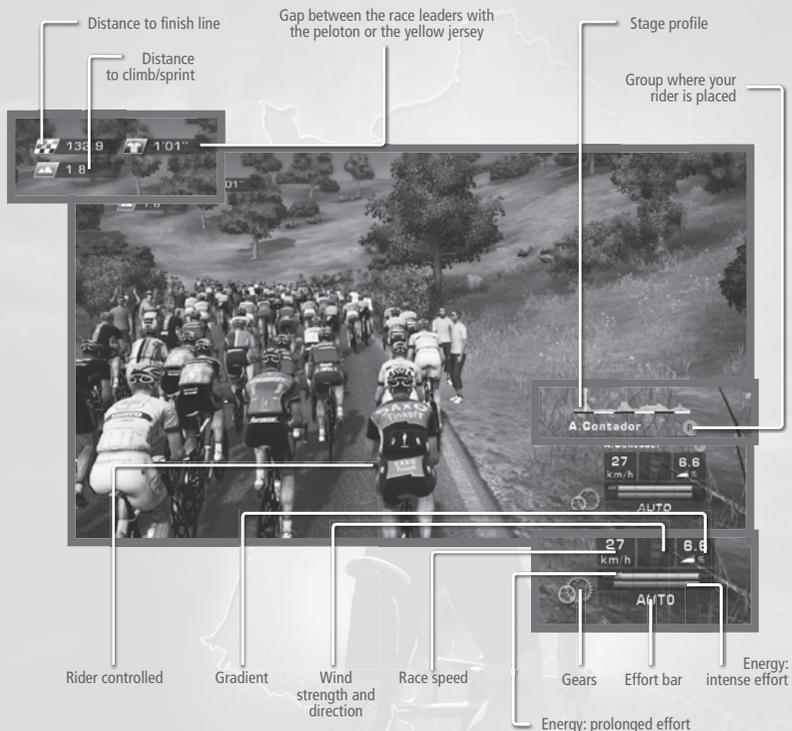
The rider controls are identical to a classic stage, apart from the following elements:

- **B** enables you to change rider during the team relays.
- The feeds and the communication panel are not active.

**Notes :** You can find out more on the game controls in the **Cycling Coach** menu. Before using the wireless controller, check it is connected to your console.

# INTERFACE AND GAME SYSTEM

## PLAY A STAGE



In «Tour de France 2013 – 100th Edition» three energy bars (green, yellow and red) enable you to evaluate the physical capabilities of your rider:

- The green bar represents a rider's endurance. This bar will deplete as the race progresses and will never rise again before the start of the next stage. The level of the bar will increase during the next stage depending on the energy used up 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 (RES) attribute, the longer you can sustain this level of effort. Once this bar is empty, the rider can no longer maintain his pace and must slow down; the yellow bar will gradually rise when he is riding more slowly.

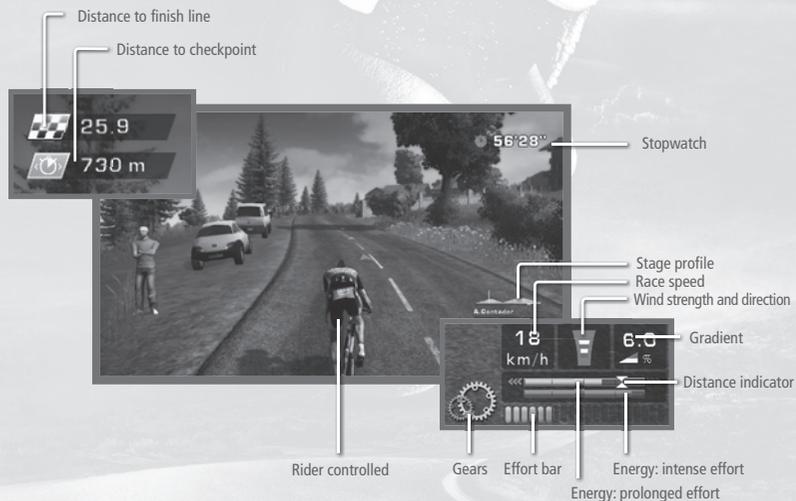
- The red bar represents the energy used for very high levels of effort over a short burst, i.e. an attack or a sprint. It will quickly empty during these actions, but will soon fill up when the rider slows down slightly.

- Effort bar: The vertical effort bar on the bottom right of your screen shows the amount of effort your rider is currently expending. The greater the effort demanded from the rider, the more the effort bar will turn red and will deplete the energy and endurance bars.

When you attack, the attack bar will be superimposed over the effort bar during the entire duration of your attack action.

**Note :** You can find out more about the game controls in the **Cycling Coach** menu.

## TIME TRIALS



- **Endurance bar and distance indicator:** This yellow bar shows your rider's endurance level. There is also a distance indicator which will reduce the closer you get to the finish line and which 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:** This acts in the same way as in a normal race.

## RACE PROFILE

You can open the Pause screen to view information on the stage at any time during a race.



Your rider will score points in the best climber rankings by taking the lead over the most difficult cols. These cols are marked by a red circle above the stage profile.

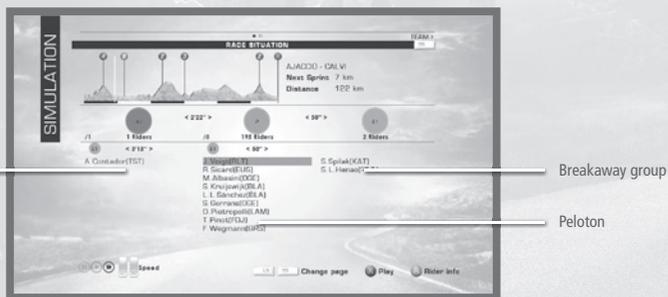
Your rider will score points in the best sprinter rankings by taking the lead in the sprints marked by a green circle above the stage profile.

For more information on rankings, please consult the Tour de France rules via the **Cycling Coach**.

## FAST FORWARD

At any moment during a stage and based on your analysis of the situation, if you think there will be no major incidents in the next few kilometers, you can simulate a game or the entire stage using **START** and by selecting Fast forward.

You can then use **X** to return to the "live" race at any time.



**Note:** Fast forward is not available during time trial stages.

During simulation phases, you can access various types of information to follow the main events of the race or assess the strength of opposing teams.

The profile page provides an overall view of the race with the position and gaps between each group of riders in relation to the peloton. The names of the first nine riders are displayed for each group and the riders in your team are marked in blue.

On this simulation screen: the breakaway riders are shown with a green circle, the peloton with a blue circle and the trailing group with a red circle.

When several breakaway groups have formed, the number on the left indicates their order. E1, E2, E3 and E+ from the 10th group; E1 being the lead group. The same applies to the trailing groups; A1 indicates the group closest to the peloton.

## RADIO COMMUNICATION

### 1. COMMUNICATE WITH YOUR TEAM-MATES

In Tour de France 2013, the cyclists wear a discreet radio comm device enabling them to communicate with the team more effectively.

Use **X** to open the radio communication panel and then navigate with the left stick on your controller and read the instructions on the top right of the screen to issue orders to your team-mates. Use the **B** to go back one step.

Radio communication is a practical way of communicating with your team-mates to receive updates on their condition, to ask them to carry out specific actions or to implement your strategies.

Here is how the info on your team-mates appears on screen.



## 2. INFORMATION ON YOUR CLOSEST OPPONENTS

Press **R** to know more about the physical condition and statistics of your closest opponents and then adapt your strategy accordingly.



**Note :** You can find out more on game controls in the **Cycling Coach** menu.

## TOUR RULES 2013

### Overall team ranking

The overall team ranking is calculated by adding the three best individual times of each team in all stages.

### Individual points ranking

The individual points ranking is calculated by adding the points recorded in the individual rankings for each stage based on the following scales:

- For the flat online stages: 45, 35, 30, 26, 22, 20, 18, 16, 14, 12, 10, 8, 6, 4, 2 points;
- For the "hilly" online stages: 30, 25, 22, 19, 17, 15, 13, 11, 9, 7, 6, 5, 4, 3, 2 points;
- For the mountainous online stages: 20, 17, 15, 13, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 points;
- For the individual time trial stages: 20, 17, 15, 13, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 points;
- For each intermediate sprint: 20, 17, 15, 13, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 points.

### Best overall climber ranking

The best overall climber ranking is calculated by adding the points obtained on all the cols or climbs, based on the following scales:

- Unclassified cols: 25, 20, 16, 14, 12, 8, 6, 4, 2, 1 points;
- Category 1 cols: 10, 8, 6, 4, 2, 1 points;
- Category 2 cols or climbs: 5, 3, 2, 1 points;
- Category 3 cols or climbs: 2, 1 points;
- Category 4 climbs: 1 point.

Points awarded are doubled for finishing the following stages: 8, 15, 18 and 20.

## WARRANTY

**PRODUCT NAME:** Tour de France 2013 – 100th Edition

**Focus Home Interactive** guarantees up to ninety (90) days from the purchase date of the Product that the recording medium on which the product is supplied is exempt from latent defects and manufacturing errors under normal conditions of use (excluding negligence, abuse or incorrect usage). In the event the recording medium turns out to be defective within this period, **Focus Home Interactive** promises, at its discretion, to replace the product (insofar as the product is still manufactured by **Focus Home Interactive**) or to supply you with a product of an equal or lower value under the conditions described hereafter.

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If you experience difficulties installing or operating Tour de France, please contact our technical support department by email or phone (French/English service):

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