

# ProCycling Manager

Season 2013



Check the  
**FULL GUIDE**  
**ONLINE**

here:

[www.cycling-manager.com/guide/](http://www.cycling-manager.com/guide/)

Le  
de TOUR  
FRANCE

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

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## **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 Season 2013** do not hesitate to contact our technical support department by email.

**Technical support :** <http://www.focus-home.com/support/pcm13>

**E-mail :** [support@focus-home.com](mailto:support@focus-home.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 Season 2013** Launcher Menu or consult our technical support.

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## INTRODUCTION

With its 2013 edition, **Pro Cycling Manager** pushes race realism even further with a more refined Career mode. Use our remodelled and improved interface to better prepare for your season. Negotiate the team's objectives with your sponsors, and plan the races/your riders' objectives according to the desired results and each rider's expectations. Strive to satisfy each member of the team throughout the season with regard to their race schedule: take into account the prestige of each race, and ensure that the event matches the rider's profile otherwise it may knock his satisfaction!

Plan the training schedule of your riders and take into account the management of your riders' fitness: you must manage the frequency of the events your riders take part in and their recovery time, and you must ensure that they are fresh enough to perform well in any forthcoming races.

The races themselves are as realistic as ever, thanks to our optimised IA, which sorts the men from the boys in the mountain stages and hilly stages. Moreover, rider animations are more realistic and reflect the effort expended on any given portion of route. In the Classics, cobbled sections have their own level of difficulty which impacts on the number of falls, AI and the elimination of riders, thus demanding a specific race strategy and increasing the realism of these races.

The main aim of this guide is to introduce you to **Pro Cycling Manager**, and its career, race and track modes. The complete game manual with detailed explanations of the different game modes and menus is available at

<http://www.cycling-manager.com/pcm/?rub=guide> or by pressing F1 in the game.

**Pro Cycling Manager** is a game that allows you to play as the manager of a professional cycling team. The game contains true-life data (such as rider names and images) provided by actual professional cycling teams.

Please note, however, that all data regarding team budgets, sponsorship deals, rider salaries, contracts... is purely fictitious.

## SYSTEM REQUIREMENT AND INSTALLATION

### SYSTEM REQUIREMENT

#### RECOMMENDED CONFIGURATION

**OS:** Windows XP SP2/Vista SP1/Windows 7 /Windows 8

**Processor:** AMD/Intel 2.6 GHz

**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 1024x768 for 4:3 and 1280x720 for 16:9)

DVD-ROM: 2x drive

**Hard disk space:** 11 GB

**Sound card:** DirectX 9 compatible

Internet connection required for game activation and online game

\*Intel graphics controllers lower than GMA X4500 non supported

### INSTALLATION

To install the game you must have «Administrator» rights on the PC. Insert the **Pro Cycling Manager** DVD in the DVD drive. If your PC is configured to allow automatic execution, the installation process will begin. If the installation process does not begin automatically then run the «setup.exe» program present on the DVD. A small window opens offering you the choice of installation language (the game, itself, can be played in several languages). Click on the «OK» button to start installation.

On Windows Vista, Windows 7 and Windows 8, if the Setup program doesn't start when you double click on the Setup.exe, make a right click on the executable and select «Run as Administrator».

### LAUNCHING AND GAME ACTIVATION

Before launching the game, make sure you close all applications, 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!

**Activation key:** When the game is first launched, you must enter your activation key.

This key is written inside the game box. For digital versions of the game the key is provided at the time your purchase is confirmed.

If your PC can not be connected to Internet for the game activation, you can activate your game remotely by connecting to another PC or via a smartphone with Internet access on the support page: <http://activation.cycling-manager.com>

Follow the instructions onscreen to get your activation code.

If you encounter issues to activate your game, please contact the technical support: [support@focus-home.com](mailto:support@focus-home.com)

## PROFILE

**Profile creation – Player Key:** Once you have started the game, you must first create a player profile. To create a profile, enter your player name, a valid email address (useful for accessing your account if you encounter a problem) and your Player Key. Your Player Key is written inside the game box. For digital versions of the game the key is provided at the time your purchase is confirmed.

**Note:** Your Player Key is strictly personal. Do not communicate it to other players.

**Success: Pro Cycling Manager** offers you a success system to unlock as you play the game in normal race mode, or by meeting specific challenges. Success is linked to the active player profile.

## GAME MENU

### MAIN MENU FUNCTIONS

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

**Multiplayer:** Create your team then develop it little by little in order to compete online with the world's best Pro Cycling Manager players. 3 modes are available : Stage, Tour and Track.

**Load the latest savegame:** This function enables you to quickly load the last recorded game saves in any mode so as to continue playing.

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

**Options :** To modify graphics, sound and general options.

**Credits :** The Development and Publisher team of **Pro Cycling Manager**.

**Quit :** See you soon

## GAME MODES

**Pro Cycling Manager** offers you 5 game modes:

- **Career:** You are the manager of a Pro Cycling team that you must manage and develop from season to season.
- **Stage Races:** Compete in a full stage race with all its constituent stages
- **Stage:** Compete in a single stage of a stage race
- **Classic:** Compete in one of the season's «classics».
- **Track:** This mode is devoted to Track Cycling.

This guide describes the Career, 3D Race and Track modes. Although the other modes may not be featured, they function in a similar way to the modes described below.

## CAREER MODE

### BEGINNING A NEW CAREER

#### SELECTING YOUR TEAM

To begin your career as a manager, you have to choose a team. There are 3 categories of teams:

- **Cya World Tour:** : This is the flagship division which contains the best teams in the world. They compete against each other across the season in the 28 biggest races of the year. They can also take part in Continental competitions in the HC and 1 categories, thereby extending their program of races.
- **Continental Pro:** : This is the second level of the hierarchy. The division is made up of teams whose calendar is shared between «Continental» races and, when they get an invitation, «Cya World Tour» races. Contrary to the top level, there is no common calendar here, but a multitude of races around the world. The geographical demands of your sponsor will therefore guide your calendar.
- **Continental:** This is the lowest level of professional cycling. Teams compete exclusively within the «Continental» calendar. However, do not take that as meaning «easy»! You will often come-up against «Continental Pro» teams and, in some rare cases, you may encounter «Cya World Tour» teams. Moreover, this division is often an ideal springboard for ambitious young riders.

For experienced players, you can also customize a team with the riders of your choice. Depending on the budget selected, the team will start in Continental Pro or Continental only.

**Note :** The team levels are shown by the number of stars. The more stars, the stronger the team. By selecting a powerful team, you not only get high-performance players but also more difficult sponsor objectives and requirements than for the other teams.

At the end of the season the two teams at the bottom of the «Cya World Tour» rankings are relegated to the Continental Pro division. The two top teams in the Continental Pro «Superprestige» rankings will be promoted to the Cya World Tour. Continental teams cannot be relegated. To be promoted into the «Continental Pro» division, the team must finish amongst the top 20 in the «Superprestige» ranking of «Continental Pro» and «Continental» teams (excluding the 2 teams promoted to the «Cya World Tour»).

## MANAGER SCREEN

The manager screen provides you with useful tools for managing your team and staff effectively, receiving the latest news for the season and following the race calendar.



**1) Name of current page.** The arrows allow you to track back through recently visited pages.

**2) The main management screen menus.** 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, Squad, Finance, Messages (with number of unread), Search and Shortlist.

**4) Your current financial situation** and sponsor confidence.

**5) «HOME», «TOOLS», «HELP» or «QUIT» buttons** at the top right of the screen allows you to go back into Game menu («HOME») or open the Options settings («TOOLS») or open online guide («HELP») or Quit into Windows («QUIT»).

**Note :** When you quit to Windows or to the main menu, your game is automatically saved.

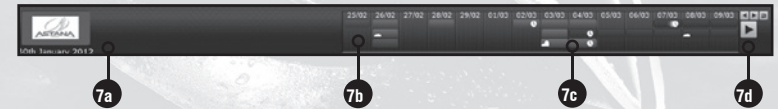
**6) Name and Logo of your team.**

**7) Calendar 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).

## CALENDAR BAR

Every season in your career must be managed with particular attention paid to the calendar in order to plan your team management, plan training sessions, and prepare your riders...and therefore making sure you're ready for the season's important events.

The bar is made up on several separate elements:



**7a)** The current in-game date.

**7b)** Calendar dates for two weeks. 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 de 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. Any message that requires your intervention will cause the simulation to stop until you have dealt with the matter in question.

If you decide to advance across a period in which there is a race for which you have enrolled your team the simulation will stop, enabling you to select your participants.

**7d)** The small arrows to the right of the calendar are for navigating through the calendar. Use the 'back' arrow to recentre the calendar on the current date. The large arrow moves the calendar forward one day in the season.

As each day goes by you will receive various messages that concern both you and your competitors. You can also choose to 'skip' to a specific day in the calendar by simply clicking on the date (on the numbers). When you pass over several days or weeks on the calendar, you can choose between Simulation with interruptions or Simulation without interruptions. In both simulation modes, forward movement through the calendar stops if there are messages that require your attention, while in Simulation without interruptions, the races are also simulated automatically.

## SPONSORS

When you choose your team, you become responsible for obtaining the results with respect to the team Sponsors' budget.

Click on the 'Manager' menu then 'Sponsors' in the top left of the management screen to display the Sponsors menu. On the right side of the screen are the objectives demanded by the sponsor(s). You must meet these to retain your sponsor's trust.

Your sponsor's trust is based on meeting the fixed objectives, as well as the quality of your staff in relation to the territories your sponsor(s) is interested in, and popular riders, who you register for events that are important to them.

You can now negotiate the objectives required by your sponsors by seeking more challenges (tougher objectives that may obtain a higher budget) or more modest objectives (easier objectives, but which will attract a lower budget).

You can negotiate until 10 January on the « Sponsors » screen in the tab for that sponsor. You can click the drop-down list in the « Negotiate » column to change the difficulty level of each race in the list.

## OBJECTIVES

You have up to 6 January to change your riders' objectives. To do this, go to « Team » and then « Objectives » to view or change the races targeted by your riders. The choice of these objectives will define the season's training programme to allow the riders to achieve peaks of fitness at just the right time.

## FITNESS

Fitness has been revised in Pro Cycling Manager 2013. The riders are assessed on 4 criteria :

- 1) Fitness that represents their performance level.

- 2) Fatigue. This must be maintained at a minimum level for as long as possible to enable the rider to compete effectively. Your role in keeping it low is to ensure you set a reasonable type and number of objectives. A rider who is preparing for an objective will carry out a particularly arduous training programme and, if you demand too much of him, fatigue will slowly build up until the rider's fitness level is reduced.

- 3) Pace. This is acquired by participating in races. A high fitness level is not ideal if you haven't competed in training races before attempting an objective. Early on in the season you need more races to reach an excellent pace, but throughout the year you only need a few days of racing for the level of pace to return. Pace is not lost overnight; for example, a track event that finishes 1 week before an objective is perfect training for pace, whereas a track event that finished a few weeks previously will still have a small impact.







- 4) Freshness. This is a parameter that changes daily and which is crucial in stage races. Effort has a direct impact on freshness, and performing a series of breakaways will have a significant effect on your rider's freshness. You should also try to reach a high level of freshness before an objective.

You can view changes in fitness, fatigue and pace in the « Team staff » screen in the « Fitness » item. The arrow indicates any advance or decline relative to the rider's level 7 days previously.

## RACE CALENDAR AND REGISTRATION

After having defined your priorities with respect to sponsors, go to the Team>Schedule menu to display 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 SCHEDULE

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) with the colours representing the fitness curve. 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 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.

You can also create and filter the schedule by group of riders. To manage these groups, go to the «Group » tab and then click + or – on the bottom left of the screen to create or delete groups. You can therefore personalise the name of the group and assign an icon to identify it easily. Once you have created the group, simply drag and drop the group onto one of the riders to add him or right-click to remove him.

Note: a rider can be in 3 groups simultaneously.

## STAFF

The staff are there to help you manage your team:

- **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.

## TRAINING SCHEDULE

The Team>Staff menu lets you display the list of riders on your team (or other teams). You can also see your riders' statistics here (specialisation, fitness, morale, etc).

Click on a rider's name to get their information sheet. There are 4 sections – Career, Rider Data, Season and Training. To change section click the button on the top right of the rider information sheet.

To consult or change rider training, go to the Training section, where you can assign a training type and schedule for the year as well as a trainer (you can have several trainers. Make sure you choose the right training for each rider in your team to ensure your sponsor's objectives dovetail with your team composition, and thus the rider's specialisation, preferences and fitness, as well as the races you want to see him ride in (or not), etc.

## CALENDAR, MONITORING AND TRAINING CAMP

You control the career (and game) rhythm. You decide whether to pass through the days in the calendar more or less quickly, according to how you want to monitor your team and other matters.

When you move quickly through the days (in the calendar bar), it is recommended that you keep an eye on your mail box, your financial situation. It is also important from time to time to check your team's development via the detailed sheet in the Season section. In this way you ensure that your team is on top form for important events.

In order to prepare your team well, increase the skill of your riders and ensure optimal fitness, you can consult and organise training camps. From time to time check the training camp in the Team>Training camp menu. Training camp let you prepare your team for races, increase their skill and have excellent fitness. Over the year, there are several different types of training camp with different characteristics. It's up to you to choose the right training camp at the right time, in accordance with your calendar.

Don't forget that at any time you can click on a date to start Simulation with interruptions or Simulation without interruptions and move forward to the desired date on the calendar.

## TAKING PART IN A RACE

The first race of the season is coming soon. Once you reach this date, click on the large arrow in the calendar bar to launch race preparation.

The first screen displays a summary of the race. Carefully check the race profile and the bonuses given for the intermediate and mountain sprints (they could be an objective set by one of your sponsors). Also check the list of winners in previous years. The next screen lets you register your team's riders in the race. At the bottom of the table are the registration conditions.

Make your selection according to the race profile and your riders' aptitudes, fitness and specialisations. And always remember the objectives to complete.

The final screen, just before the race starts, enables you to choose or buy equipment – wheels, frames and helmets – for your riders depending on the type of race.

## THE RACE

This section gives you a few tips on managing your riders in a 3D race.

**Note:** online races work differently from individual and team time-trial races. For more details, please refer to the full game manual (in PDF format).

### THE RACE INTERFACE



#### 1. RIDER INFORMATION:

- **Group and position:** the cyclist's group and position using a three-status diagram (head, middle and rear of group).
- **Green bar:** rider's endurance which reduces over distance.
- **Yellow bar:** energy level for high effort.
- **Red bar:** energy level for attacks and very high effort.
- **Bottle and gel:** water and energy gel reserve.
- **Heart:** heart rate.
- **Day's fitness:** bottom right, indicates the day's fitness level, between -5 and +5.
- **Effort Indicator:** top right, the effort being exerted by the rider, between 0 and 99.

#### 2. ACTION PANEL:

- **Effort cursor:** for varying the effort of one or more of your riders, from 0 to 99
  - **Action icon:** from left to right, enabling riders to attack, maintain position, use free effort, relay, get supplies and use energy gel.
- Depending on the situation, other action icons may appear, such as sprint.

**3. Stage information:** displays information on the stage profile and distances travelled and to be travelled.

**4. Control of race environment:** enables changes to be made to graphics, camera, game speed, music and interface size.

**5. Gap:** displays the gaps between the different groups.

**6. General information:** displays the speed of the rider selected, the gradient and wind strength.

## GAME SPEED AND CAMERA

The racing environment control area (5) enables you to change the race speed and the camera. Because some sections are less tactical than others, you can accelerate the race speed. However, make sure you don't get caught by surprise without being able to react. When you accelerate the race speed, the game calculates all the race parameters more quickly. You may find that when you return to normal speed, the riders stop for a fraction of a second as the simulation readjusts to normal speed.

It is important to have a good view of the race to refine your tactics and make the right decisions. Use the different types of cameras and rider selection and scrolling short-cuts for total visual control of the race.

## KEYBOARD SHORTCUTS

GENERAL	
Select riders	1 to 9 on num. pad (1= first choice, 2= 2nd, etc)
Select all team mates	0 on num. pad
Build a group of team mates	Ctrl +1/2/3...
Select a group of team mates from memory	1/2/3...
Target the following/next rider (no TAP appearance)	Left/right arrow
Target the 1st rider in the following/next group (no TAP appearance)	Page down/up
Target the following/next team mate (no TAP appearance)	Up/down arrow
Display tabs according to race position	Backspace
INTERFACE	
Display/Hide rider tabs	F2
Display/Hide profile	F3
Display/Hide gaps	F4
Display all/Hide all	Ctrl + U
Display/Hide windsock	O
Obtain more information	Espace
CAMERAS	
Default camera	F5
Switch between cameras	F6
VARIOUS	
Consult online guide	F1
Victory celebrations	W,X,C,V,B,N,?
Reduce game speed	-
Accelerate game speed	+
Pause game/Resume at normal speed	P

## RACE START - GETTING THE TEAM TOGETHER

At the start of the race, the members of your team are dispersed throughout the peloton. We recommend that you bring your main riders together within the first quarter of the peloton using the reduced '**free effort**' cursor, depending on the terrain and the speed of the group. Little by little, each of your riders will move up the peloton. Once a rider is well placed, use the '**maintain position**' order to keep him in this position and wait for the others to join him. Then use the '**maintain position**' order again for the other riders until everyone is grouped together.

**Note:** it is not necessary to be at the front of the peloton at the start of the race as your riders will tire needlessly. The aim is to be well placed to be sure you can implement your strategy and to be protected from the wind.

## MANAGING EFFORT

It is important to manage your riders' effort levels, especially the team leader and/or sprinter, who must have as much energy as possible for the last few kilometres before the finish line if they hope to win the bike race.

**Note :** It is not necessary to be at the front of the peloton at the start of the race as your riders will tire needlessly. The aim is to be well placed to be sure you can implement your strategy and to be protected from the wind.

- **The wind** is one of the most important factors to monitor regularly – both its direction and strength. (In the game options, you can untick the 'Do not display the windsock' to see the wind strength and direction above a selected rider).
- **Negative display:** If it blows head on or from the side, your riders will tire more quickly. Try to protect yourself from the wind by staying behind other riders and stay in the peloton for maximum protection from the wind.
- **Positive display:** If there is a tail wind, there is no need to protect yourself and it may be a good time to attack.

**Note :** wind has less of an influence during climbs than on flat terrain.

While **maintaining your position** in the peloton, you will see that the effort indicator flashes red for one or more of your riders. This indicates that the effort you have assigned your riders for maintaining position is not enough. Raise the effort cursor gradually until the flashing stops to ensure you don't fall away while using as little effort as possible.

**Note :** depending on the situation, you may very well decide not to follow the acceleration to save your riders' energy.

Managing effort also means providing supplies – **managing water**. If one of your riders has no water left (the indicator flashes red), he will tire quickly. To avoid this, think about **providing supplies** at the right time i.e. when he is running short on water (flashes blue) or before any difficult sections because when the group accelerates, it is difficult to provide supplies.

**Note :** you can provide supplies as often as you like until 10km before the end of the race. But your team riders look after providing supplies, so make sure you don't tire them out by having them go back and forth too many times for supplies. Use the bottle-shaped button in the action panel on the lower left of the screen to order re-supply.



## ATTACK AND COUNTER ATTACK

You will have to react to attacks from others or launch attacks to break away. You must choose the rider or riders at the right time. To do this, you must take account of the terrain and the rider characteristics, and it may be useful to check your riders' **daily condition** indicator to help you choose the right person.

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.

The day's fitness indicator goes from -5 to +5. If one of your riders has a fitness level of +5 for the day, he will perform much better and it may be worthwhile to use him to launch a breakaway attack, especially if he is well-placed towards the front and the wind is in his favour. Once he is on his own, stop the attack in order to return to a rhythm that saves more energy. On the other hand, if you can't break away, don't keep trying for too long or you will tire the rider unnecessarily.

**Note :** the effort indicator is greyed out during an **attack** or counter-attack, indicating that it is not being taken into account. The attack and counter-attack let the rider momentarily go beyond the base effort level, at the expense of his energy level. Once the attack or counter-attack has finished, the rider goes back to the previously fixed level of effort.

You may see other riders moving into an attack position. You can make the most of this to launch a **counter-attack**, 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, especially if the counter-attacker is close to the attacker.

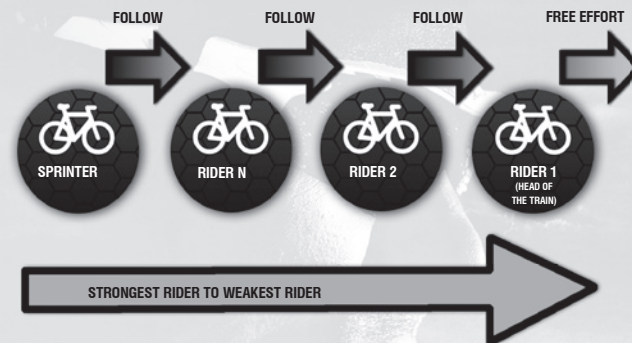
**Note :** when an attack takes place at the beginning of the race, if a rider is judged to be too dangerous or if the breakaway group has too many riders, the peloton will carry out a forcing manoeuvre to rein them in.

In most case, the leaders' team-mates do the work. Before attacking, it is therefore a good idea to analyse the strength of team-mates who are likely to be cycling close behind – especially on climbs where they cannot rest in the relays.

## END OF THE RACE: FORMING A TRAIN FOR THE FINAL SPRINT (FOR FLAT STAGES)

The end of the race has arrived and it's time to prepare yourself for the final sprint of the stage. Above all, don't forget to take on supplies before the last ten kilometers as if you have no water at this point, the chances of winning are virtually nil.

You can use your sprinter to either follow a train or form your own train to save as much energy as possible before the final sprint. To form a train, it is recommended that the weakest rider should be placed at the front using fairly high **free effort**. Next, use the follow function with the other riders, in order of power up to the sprinter (see diagram below). The rider at the head of the train is only the weakest in the train, not necessarily the team, and you do not necessarily need to form the train using every rider in the team.



Once the train has been formed, the head of the train will take his group as far as he can as quickly as possible. After a while, he will have no energy left, so make him leave the train and assign the next rider **free effort** and set him as the new head of the train. As each new replacement rider is stronger, the train will accelerate more and more each time someone new moves to the front.

By the end, around one kilometre from the finish, the sprinter will be alone with maximum energy and very high speed so click on **sprint** to try and hit the finish line in front. It is also recommended having the last head of the train sprint to try and have two riders finish on the podium.

## AFTER THE RACE

Congratulations, you've finished your first race and have seen the main points of the game. Now it's up to you to continue in the same vein and see how far you can go. The tips in this guide are meant to be of general use, but in certain situations they will not apply. For more information on how the game functions, please refer to the complete game manual.

## TRACK CYCLING

### TRACK GAME 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 METRES TIME TRIAL:** Can you get below the 10 second barrier ? For the first 550 metres 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 metres 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.

### TRACK MODE BASICS

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 is 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:** This is similar to the blue energy bar in 3D road races. 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 kph with a green bar will consume less energy than a rider travelling at the same speed with an orange bar.

## **TRACK RACING CONTROLS**

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

<b>Left Arrow</b>	Move rider to the left.
<b>Right Arrow</b>	Move rider to the right.
<b>Up Arrow</b>	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
<b>Down Arrow</b>	Decrease effort
<b>V</b>	Look over left shoulder. (You can't move the camera as in Road Race Mode)
<b>B</b>	Look over right shoulder. (You can't move the camera as in Road Race Mode)
<b>Space bar</b>	Press rapidly and continuously (do not hold down!) to enable Super Power for extra rider effort
<b>End</b>	In a multiplayer race, enables you to move from display of rider's name to player's pseudonym in the left panel.
<b>D or Mouse Wheel Up</b>	(only in Scratch race) Camera zoom in
<b>C or Mouse Wheel Down</b>	(en Scratch uniquement) Camera zoom out

## **MULTIPLAYER**

Players from all over the globe can do battle in the Armada game mode, available since the 2012 season, which offers a non-stop online racing calendar. Armada allows players to collect packs of cards with different values: cards depicting your riders, as well as equipment to improve their race performances. Collect the cards and build a dream team, then improve their stats!

For the 2013 season, new rules have been added to the ranked games in order to balance things out and encourage challenges: access to the top riders will be unlocked progressively as the games progress, and the number of stars allowed in your roster will be limited in the same way as caps are applied in American sports. Races will therefore be more highly contested and good managerial talents will be essential if you are to reach the top of the world rankings!

This year, the Armada mode has been extended! A Track mode has now been incorporated as well as a Tour mode, which allows you to create stage races. The player can then take part in several tours in parallel on dedicated servers, and thus play at his own rhythm!

### **LINK A PRO CYCLING MANAGER 2012 ACCOUNT**

You can keep your previous collections by linking your Pro Cycling Manager 2013 account to a Pro Cycling Manager 2012 account. Note: an account can only be linked to one other account and this action cannot be undone.

To link an account, go to one of the multiplayer modes, then « My team>Collection » and then click« Link a PCM12 account » and enter the profile name and the relevant Pro Cycling Manager 2012 password.

Note: you can still play Pro Cycling Manager 2012 after this action.

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Thanks to our incredible player community!

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