

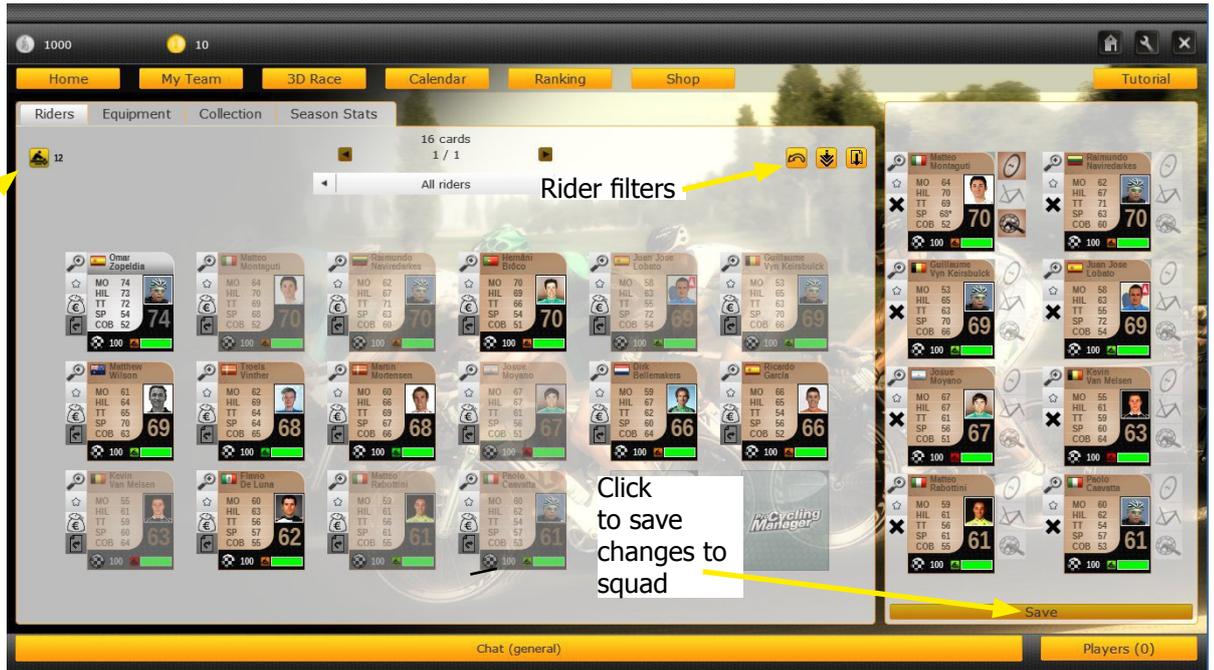
ARMADA

The aim of this document is to present a brief outline of the "Armada" online mode of play.

1) MY TEAM

1.1 RIDERS

Message icon + number of available messages



a) Drag and drop your rider cards onto the 8 slots on the right of the page to create your race squad. The 8 slots must be filled before you can enter a race.

b) Click on the X to the left of a card to remove a rider from your race squad.

"Value" decided by player Used by Filter function

Click to part with the card and to view the number of coins received in return

Click to extend rider contract

Number of copies of the rider card. Click on the number to change the instance of the card.

Number of ladder races left on rider contract

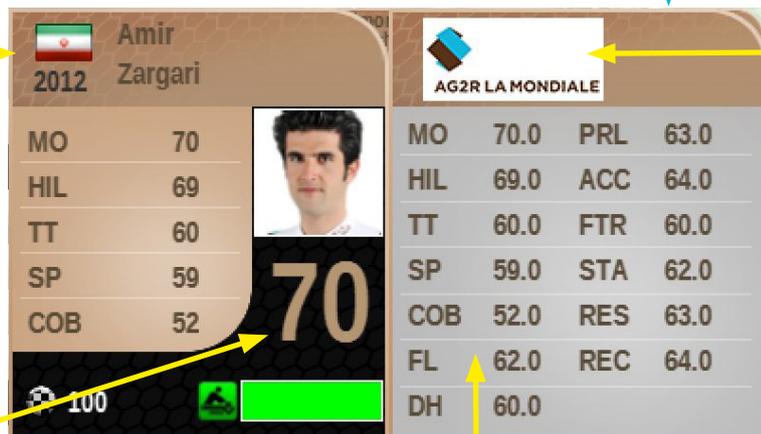
Energy level and message possibility

Nationality / Name / "Pro Cycling Manager" season of rider card.

Team

AVG of rider attributes Decides Gold/Silver/Bronze level of the card

Full attributes Decimal places allow for equipment bonus



1.1.1 Rider contracts

Riders are under contract with the player for a default number of 100 ladder races and each race ridden is deducted from the contract amount. Friendly races are not deducted. It is possible to extend a rider's contract five times, giving a total of 600 ladder races: (100 + 5 x 100). Extension is possible when the rider has less than 10 races remaining in his current contract. However, it comes with a cost, payable in either of the two in-game currencies: Cyans or Coins.

When a rider has no more races available in his contract and all contract extensions have been exhausted, the card will remain in the player's collection but it cannot be used in either friendly or ranked races. A rider whose contract can still be extended, but who has no more races in his current contract, cannot take part in a friendly race.

1.1.2 Energy & Massages

The physical capabilities of a rider diminish after a ladder race. Energy levels, from 0 to 100, are translated by the state of his energy bar. At 100, a rider's attributes are optimal and the energy bar is filled with green. However, as he races, the bar will change colour and empty and the rider will become less competitive. With each passing day, riders will recover energy, either partially or in full, but it is possible to accelerate the process by applying a massage. The massage icon is found towards the top-left of the Riders page and the number of available massages is displayed to its right. The initial value for available massages is 3 and one new massage is added when the player connects for the first time each day.

To apply a massage, simply drag and drop the icon onto a rider card. It is possible to massage a rider up to 3 times a day and his "massage possibility" is translated by the colour of the massage icon on his card: green = 3 massages possible; red = 0 massages possible. Given that a team may perform a maximum of 15 massages per day for all of its riders, the red icon will rarely be seen unless, of course, exceptional circumstances demand that one rider receive 20% of a team's available massages! Packs of additional massages can be purchased in the shop using Cyans or Coins.

1.1.3 Duplicate cards

A player can acquire several copies of the same rider card, but given the contract and energy constraints mentioned above, a duplicate card can serve a purpose. Two instances of the same rider card cannot take part in the same race, but they can be alternated race after race, thus prolonging contract and energy. It is possible to part with a duplicate card and receive some Coins in return, but it is not necessarily a wise business decision.

1.1.4 Season

Rider and equipment cards belong to a given "Pro Cycling Manager" season. A 2012 card cannot be raced in a future 2013, 2014, version of the game and vice versa.

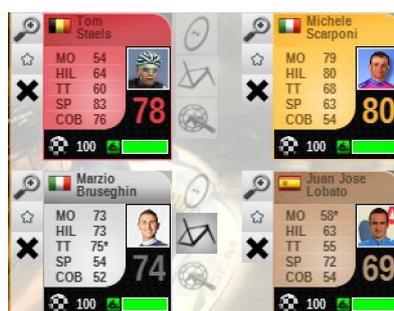
1.2 LEGENDARY RIDER CARDS

Standard rider cards are available in three colours, Gold, Silver and Bronze, which translate the relative performance capabilities of the rider. A fourth level of performance is brought by legendary riders whose cards are red. These are special cards and the riders are particularly strong, which is why only one is allowed per race squad. A player can own numerous legendary cards, including duplicates, but he can only race one at a time.

Legendary cards are released as collections covering a certain number of years and a legendary rider's attributes are scored for the year in which he was particularly prominent. It is possible for a rider to be part of several different collections, covering different years, and therefore his attributes may display different values. The series released with the v 1.4.0.0 update of "Pro Cycling Manager - 2012" covers the period from 1995-1999.

Legendary cards not only bring significant levels of performance, they also bring significant longevity of contract. This can be renewed 99 times, which means that a rider can race in $100 + (99 \times 100) = 10,000$ ladder races.

Legendary cards are bought in special packs via the online shop. See "5.4 Packs of Legendary Rider Cards", below.



Legendary (red), Gold, Silver and Bronze rider cards.

1.3 COLLECTION

The "Collection" tab displays your progress towards collecting sets of rider cards of a single team. Progress towards building a collection can be either fortuitous or deliberate. As you purchase packs of rider cards, you will acquire riders from a variety of teams, thus passively building a collection. However, the "Teams" tab on the "Shop" page allows you to target a particular team. There, you can purchase a Gold Team pack of cards which offers a bonus 11th, non-duplicate, card of a rider from the targeted team. Given that the contents of a pack are entirely random, you may even find a second rider card from the team, but the chances of it happening are small. The price of a Gold Team pack varies according to the team as do bonuses received (Coins) when you hit the 33%, 66% and 100% marks of a collection.

The screenshot shows the 'Collection' tab in a game interface. At the top, there are navigation buttons: Home, My Team, 3D Race, Calendar, Ranking, Shop, and Tutorial. Below these are tabs for Riders, Equipment, Collection, and Season Stats. The main area displays a grid of team collection progress cards. A 'Total' bar at the top shows 111/974 (11%).

Team	Progress	Percentage
Legendary Team	0/29	0%
Accent Jobs - Willems ...	2/19	10%
Ag2r La Mondiale	2/29	6%
Andalucia	3/16	18%
Androni Giocattoli-Ven...	1/19	5%
Anna Savon	3/17	17%
Astana Pro Team	2/29	6%
Bretagne-Schuller	3/16	18%
Caja Rural	4/19	21%
Champion System Pro ...	3/19	15%
Cofidis, Le Cr�dit en Li...	3/24	12%
Colnago - CSF Inox	1/18	5%
Colombia Coldeportes	0/16	0%
COM Cycling Team	5/26	19%
Euskaltel Euskadi	2/23	8%
Farnese Vini Selle Italia	1/16	6%
FDJ-BigMat	2/19	10%
Gamin - Gouda	1/18	5%

On the right side, there is a list of rider cards with their stats (MO, HIL, TT, SP, COB) and a 'Save' button at the bottom.

Progress of collection

Congratulations, you have just unlocked an achievement with your Astana Pro Team collection!

Progress: 33 %

Winings: 500 Coins

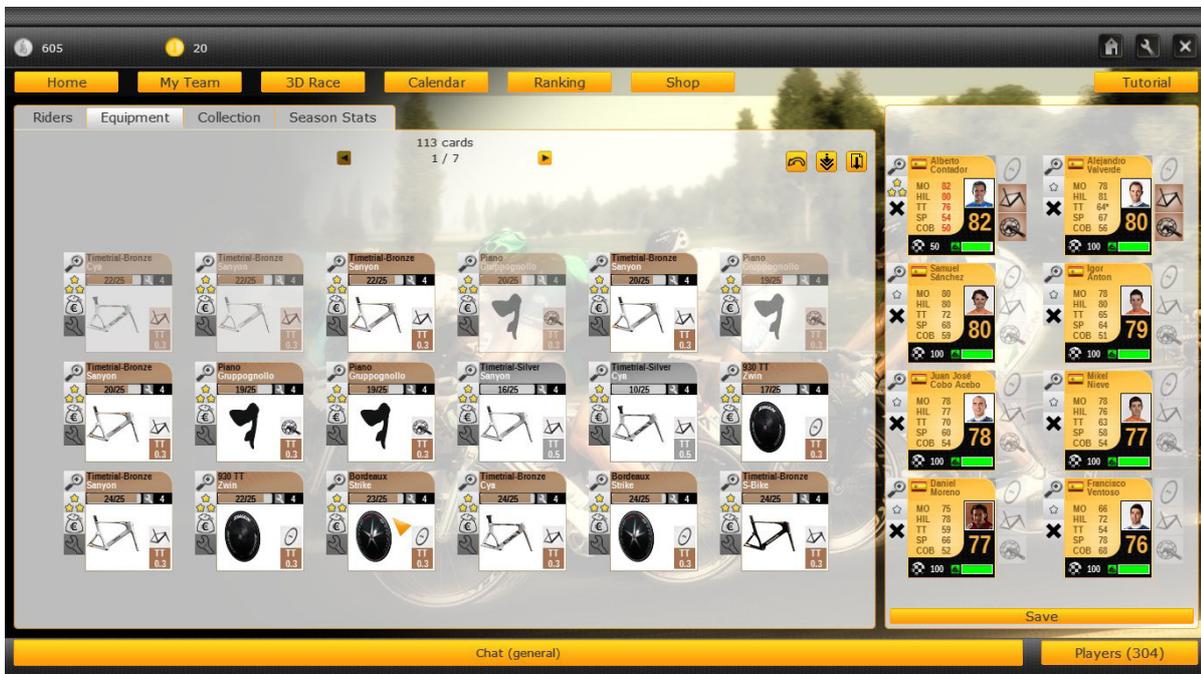
Astana Pro Team

A Gold Team pack is made up of:

- 1 x Bonus rider card (non-duplicate)
- 1 x Gold rider card (guaranteed chance (relatively frequent) of a)
- 1 x Gold equipment card (guaranteed chance (relatively frequent) of a)

Buttons: Ok, Cancel

1.4 EQUIPMENT



- There are 3 types of equipment: wheel, frame, groupset.
- Drag and drop an equipment card onto a rider card on the right of the page.
- Click on the piece of equipment with the mouse wheel in order to remove it from a rider.
- The lifetime of a piece of equipment is limited to a given number of ladder races. When this limit is reached it must be recon-ditioned, but this has a cost payable in Cyans or Coins. Moreover, there is a limitation on the number of times a piece of equip-ment can be recon-ditioned. Once this limit is reached, the equipment can no longer be used.

1.4.1 Equipment card

Number of ladder races for which the equipment is still available / Maximum possible number of ladder races for which the equipment can be used before it must be recon-ditioned (here available for 6 ladder races from a possible maximum of 25). NB: this value is not affected by friendly races.

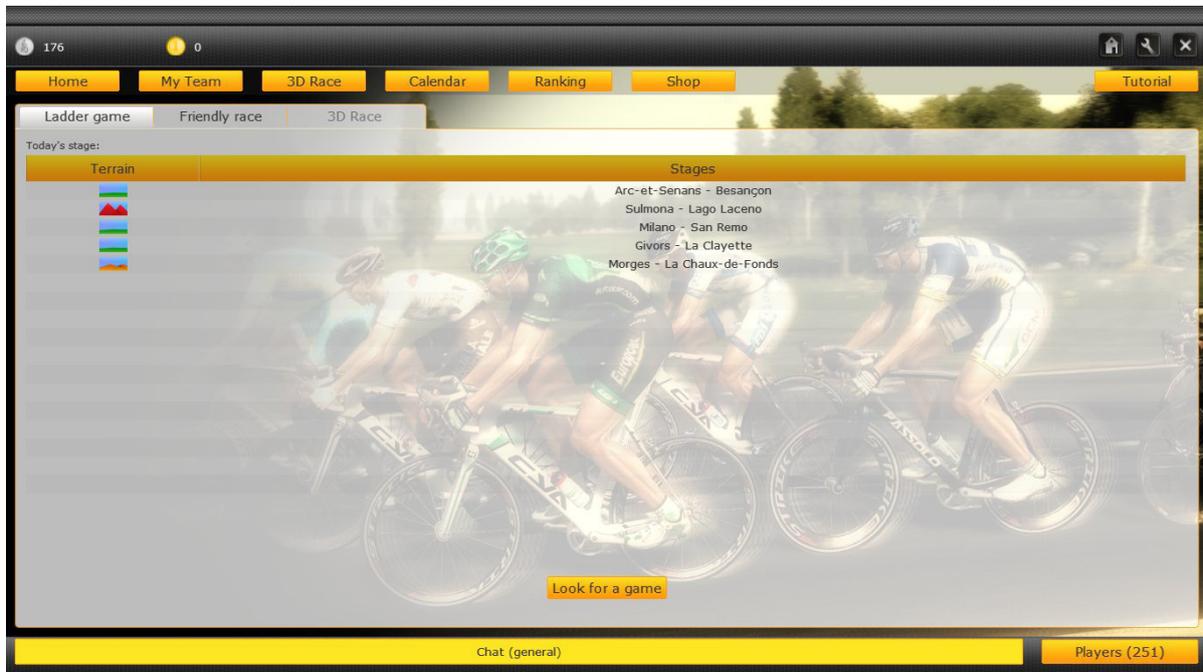


1.4.2 Adapt equipment to race/profile



Each piece of equipment brings a bonus in a specific race context: flat/hill/mountain, cobblestones, sprint, ... You should therefore wait until the race profile is displayed before equipping your riders. Once the race/profile has been displayed in the bar at the top of the page, you have 1 minute before the race starts. During this time you can return to the "Equipment" tab of your "My Team" page and select equipment adapted to the profile. NB: Using unsuited equipment will bring no advantage while needlessly reducing the equipment's lifetime by 1 race.

2) 3D RACE



All games are “hosted” by players although this is usually transparent for those taking part. The server seeks to select a “reliable” player as host (i.e. a player without a record of disconnections). For both ladder and friendly races, opponents will be either human or AI teams (except in time-trials), with the aim being to get the race underway as quickly as possible.

2.1 LADDER RACE

A ladder race counts towards online rankings and participants are selected by the game server. A system of matchmaking is used so that players of equivalent level compete against each other. However, priority is given to racing and, if insufficient matched players are available, races will include unmatched teams.

Ladder games earn points for the player as well as Coins, the in-game money. This can be used to buy packs of rider cards or massages.

NB: the online rankings only show the top 200 players, not all ranked players. You may therefore not figure in the list displayed on-screen.

2.2 FRIENDLY RACE

Friendly races do not count towards online rankings, but they do earn Coins for the players. Clicking on the “Create a game” button will bring you to a page where you choose the race and the number of players. It is possible to race with your Armada team, with a custom team or with an official team from the solo game. Once these parameters are set click on the “OK” button. The game will be added to the list of available friendly races and those who wish to take part must click on the “Join” button.

It is currently impossible to “manage” participants in a friendly race, but if you communicate a name and time to friends, they’ll know what to look for and when. You can remove “unwanted” player from the list of participants via the “Kick the player out” button.

2.3 COMMUNICATIONS BETWEEN PLAYERS

Inside a 3D race you can communicate with all riders by pressing the Return key. A small “chat” window then opens and you may enter your text, which is then displayed at the top-left of all screens when you again hit the Return key. It is not possible to communicate with individual players during a 3D race.

2.4 VOTE TO INCREASE GAME SPEED

After 5 kms of a race it is possible to increase the game speed by x2 or x4, but a majority of players must be in favour. Players “register their vote” by pressing the + or - keys or by using the speed button at the right of the screen.



Two speeds are displayed: at the left is the speed desired by the player and to its right is the current server speed. When a vote is cast a message is displayed at the top-right of the screen (in the same place as in-race event texts). To avoid constant changes of tempo, a cooldown is in operation.

2.5 SANCTIONS FOR QUITTING 3D RACES

Players who quit a 3D race after it has begun will be punished by the deduction of ranking points.

3) CALENDAR

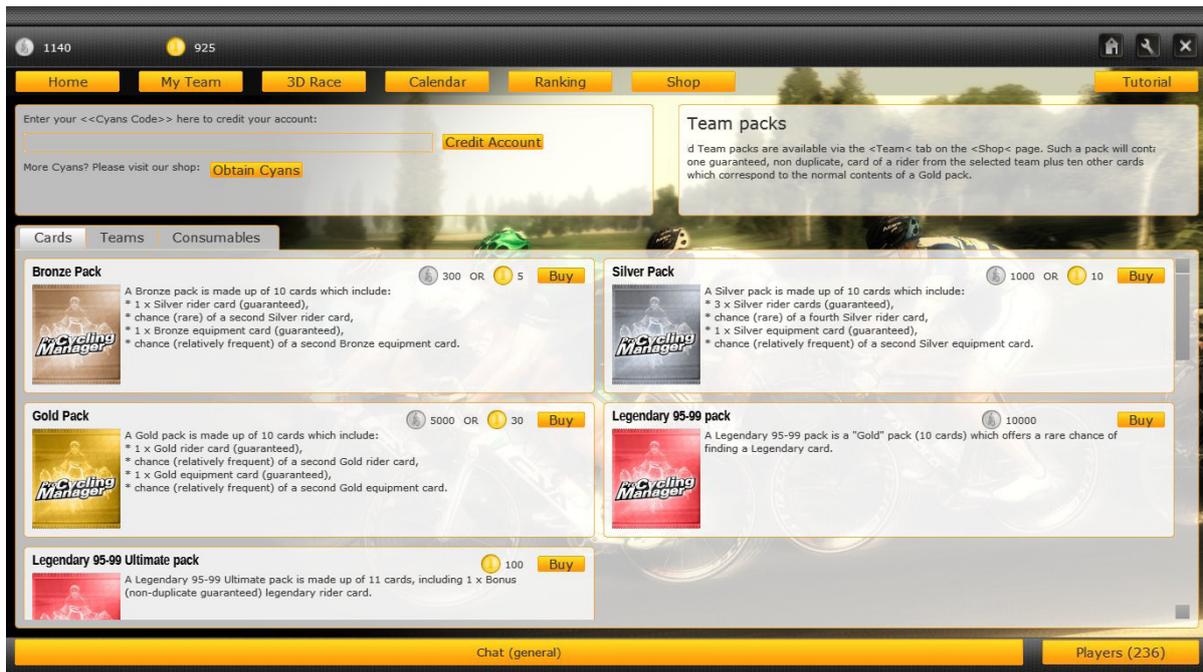
The race calendar shows races across a full month. However, the content is only updated on a weekly basis (sometimes less) and most values displayed are default. At first glance therefore, the content may appear static, but there is constant renewal in order to guarantee a continuing high level gaming experience.

4) RANKING

Overall Standings is a mobile ranking system which favours those who continue to take part in races, slowly depreciating the points of non-active players. The system takes into account points scored over the past 3 months, but depreciates their value by 25% for each 3 week period. Points scored over the most recent 3 week period are valued at 100%; those of the previous 3 week period are valued at 75%; etc.

It is therefore possible that Overall Standings see a significant reset in the hierarchy at the start of each week.

5) SHOP



5.1 IN-GAME CURRENCIES

Two types of virtual currency are used within the game: Coins and Cyans. Coins are earned from taking part in races (and remaining within the race until the podium); Cyans are bought using real money (€, £, \$, ...), via a secure online site, and then used to carry out transactions, most of which are expressed in terms of both Coins and Cyans. There is no "official" exchange rate between Coins and Cyans and it is not possible to mix currencies when completing a transaction; so if you do not have enough Cyans you cannot top up with Coins and vice versa.

Your "wealth" in each currency is displayed at the top-left of the screen: Coins in silver and Cyans in gold.

5.2 IN-GAME PURCHASES/TRANSACTIONS

Extension of rider contracts and reconditioning of equipment is managed directly on the "My Team" page. The Shop page gives access to the purchase of packs of rider/equipment cards; the purchase of Gold Team packs and the purchase of Consumables. Most transactions are playable in Coins or Cyans.

5.3 PACKS OF 'STANDARD' RIDER/EQUIPMENT CARDS

Standard packs of cards are available in Gold, Silver and Bronze, with the colour equating, roughly, with the "quality" of the contents. A Bronze pack currently costs 5 Cyans or 300 Coins, a Silver pack currently costs 10 Cyans or 1000 Coins and a Gold pack currently costs 30 Cyans or 5000 Coins.

The contents of a pack are as follows:

A Bronze pack is made up of 10 cards which include:

- * 1 x Silver rider card (guaranteed),
- * chance (rare) of a second Silver rider card,
- * 1 x Bronze equipment card (guaranteed),
- * chance (relatively frequent) of a second Bronze equipment card.

A Silver pack is made up of 10 cards which include:

- * 3 x Silver rider cards (guaranteed),
- * chance (rare) of a fourth Silver rider card,
- * 1 x Silver equipment card (guaranteed),
- * chance (relatively frequent) of a second Silver equipment card.

A Gold pack is made up of 10 cards which include:

- * 1 x Gold rider card (guaranteed),
- * chance (relatively frequent) of a second Gold rider card.
- * 1 x Gold equipment card (guaranteed),
- * chance (relatively frequent) of a second Gold equipment card.

5.4 PACKS OF 'LEGENDARY' RIDER CARDS

There are currently two types of "Legendary" pack, both offering the chance of acquiring a legendary card:

- Legendary 95-99** pack is a "Gold" pack (10 cards), bought with Coins, which offers a rare chance of finding a Legendary 95-99 card.
- Legendary 95-99 Ultimate** pack is a "Gold" pack, bought with Cyans, which offers a bonus 11th card. This bonus card is guaranteed to be a non-duplicate, Legendary 95-99 card.

5.5 PACKS OF TEAM CARDS

As mentioned above, in "1.4 Collection", a Team pack of cards is a Gold pack which offers a bonus 11th, non-duplicate, card of a rider from the targeted team. Given that the contents of a pack are entirely random, you may even find a second rider card from the team, but the chances of it happening are small. The price of a Gold Team pack varies according to the team.

5.6 PACKS OF CONSUMABLES

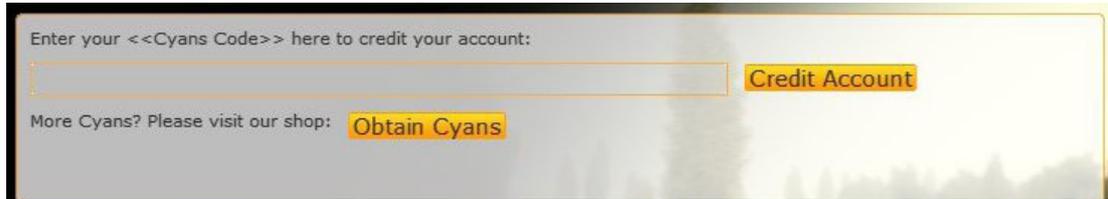
Currently, massages are the only consumables available within the game. A team can administer a total of 15 massages to its riders per day and one new massage is added to your available massages when you connect for the first time each day. To acquire additional massages, you must buy them in the shop. Three packs are available: 10 massages (currently 1000 Coins or 5 Cyans), 50 massages (currently 4500 Coins or 20 Cyans) and 100 massages (currently 8500 Coins or 35 Cyans).

5.7 OBTAIN CYANS

No in-game transactions are carried out in "real" money. If you wish to carry out an action which requires Cyans, you must first acquire them. In order to "Obtain Cyans" you must click on the button of the same name and this will bring you to a secure website where you purchase your Cyans.



You will then receive an activation code via email to the address you provided; if it does not arrive check your anti-spam filter. Copy/paste or manually enter the code you received into the space below "Enter your Cyans Code here ...".



Click on the "Credit Account" button. A confirmation pop-up window will then be displayed and the value to the right of the Cyans gold coin should change. If your credit is not updated you should quit and then restart the Armada mode.

5.8 PURCHASE OF PACKS

If you have sufficient Coins or Cyans, you may purchase a pack of cards or massages. Click on the "Buy" button of the relevant pack.



The Armada Store window takes into account your current financial situation. If you have sufficient Coins as well as Cyans to buy the pack, both "Purchase" buttons are activated, each with the relevant cost in brackets. If you only have sufficient Coins or Cyans, only that button will be activated. NB: A legendary Ultimate pack can only be purchased with Cyans.

Click on the relevant button to confirm the purchase. When you buy rider/equipment cards they are displayed on-screen, face down" You can click on each individual card to see what you have purchased or you can turn all the cards over at once with the "Reveal all" button. Your new riders and equipment are then automatically added to your "My Team" page.