

The Cyclist Tactics



Factsheet

Developer:

Camshaft Software LTD.
Based in Wellington, New Zealand

Website:

<https://www.thecyclisttactics.com/>

Social:

<https://twitter.com/CyclistTactics>

YouTube Channel:

[The Cyclist: Tactics YouTube Channel](#)

Release Date:

29 July 2021 (Steam)

Platforms:

Windows PC via Steam

Regular Price:

17.99 USD

14.99 EUR

13.99 GBP

Features

- Realistic cycling tactics and mechanics, with an emphasis on working with your cycling team, and player choices, rather than fighting dice rolls.
- Slick, polished gameplay that is very easy to learn with the detailed tutorials, but challenging enough to keep experienced players interested and challenged.
- A cyclist and team management system that is in-depth, but unique in the sports management genre in that it does not bury the player in complexity; the racing is the focus of the game, not a chore to be taken between interacting with blocks of spreadsheets.
- Procedural generation of cycling stages and full races for nearly infinite replayability.
- A custom game world shared with Camshaft's other title, Automation, where location and terrain have a significant effect on how each stage plays out, with varying terrain and road surfaces based on the location within the game world.

Description

The Cyclist: Tactics is a unique take on the sports management game; start by creating your own custom cyclist, then build and manage a team of riders in Career Mode. Rising from humble beginnings in the amateur circuit, players develop their riders and their team, rising to the pinnacle of the cycling world with smart tactical decisions. Alternatively, players can build entire custom cycling tours with completely customisable cycling events, allowing for nearly infinite replayability. With no dice rolls or random-number generation mechanics, The Cyclist: Tactics creates an intense, single-player sports management experience where you battle your own choices as much as your competitors.

History

The Cyclist: Tactics was originally prototyped as a physical board game by Robert Hoischen in 2012-2014, with the goal of creating a unique, single-player cycling management game, emphasising meaningful tactical decisions and realistic cycling mechanics. With the backing of Camshaft Software, The Cyclist: Tactics development started in February of 2019, and was announced to the public in December of 2020, with a public release in July of 2021. The Cyclist: Tactics continues to be active in development, with several new features planned for release in the coming months.

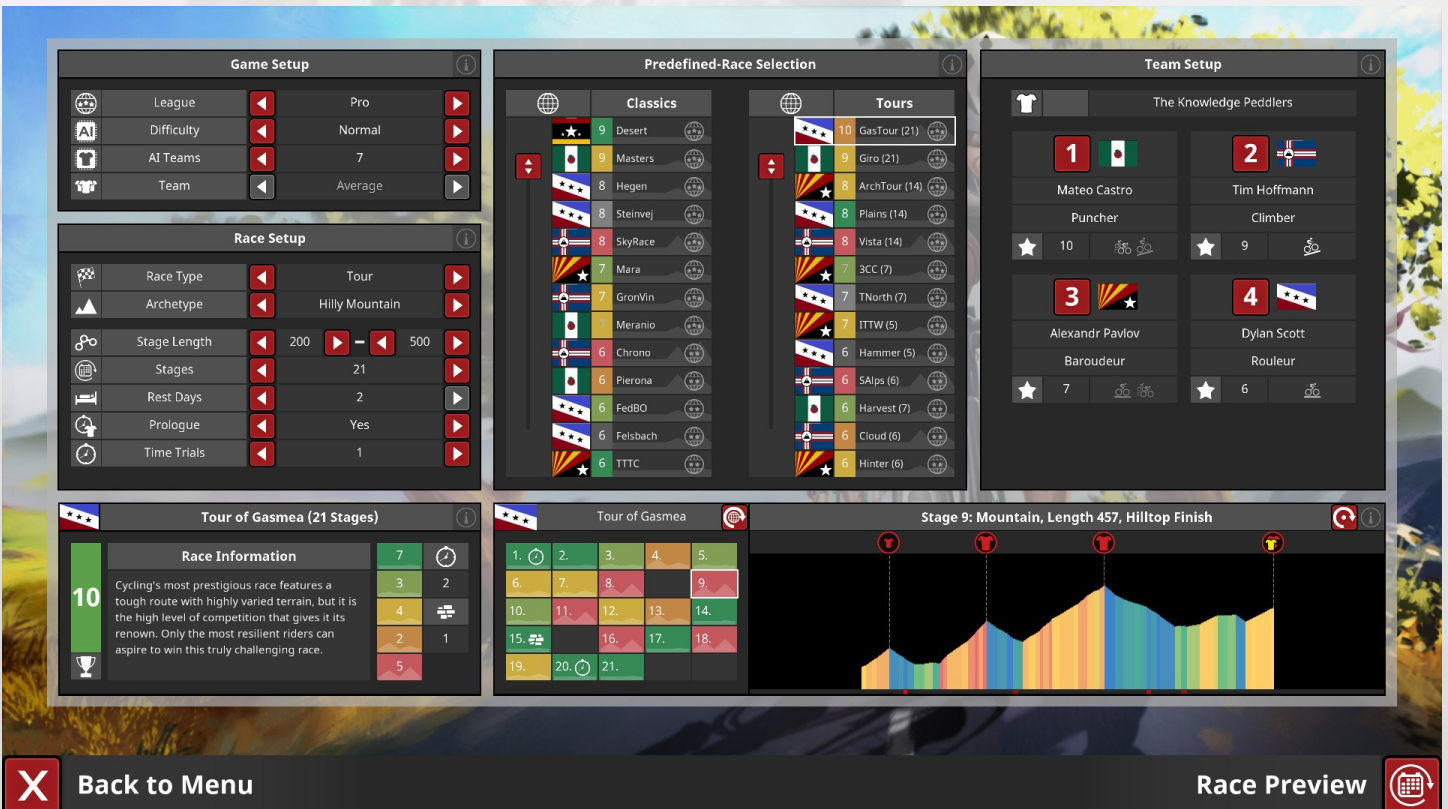
Media

[The Cyclist: Tactics Steam Trailer— \(YouTube Link\)](#)

[The Cyclist: Tactics Announcement and Gameplay Overview—\(YouTube Link\)](#)

[The Cyclist: Tactics Tutorial—Career Mode, Getting Started—\(YouTube Link\)](#)

High-resolution versions of these images are available in the [TCT Media.zip file](#).



Media (continued)

Turn 29 - Movement (E2)

1.		Joshua Jones	28.36
2.		Vladimir Frolov	28.36
3.		Timothy Hayes	28.36

Flat 0% Flat -1% Flat 0%

E2 1/4 0

E2 Bronislav Gavrilov				Move Details				Flat, Length 522					
57	8	0.00	2	-1	1	20	10	2	0	8/8	0/5	A A AA ABE T E	
14	5	-	2	1	0	12							

Team Setup

Gabelsteiner Racing

Gasmia

Team Members

1	2	3	4	5	6
Mateo Castro	Tim Hoffmann	Alexandr Pavlov	Dylan Scott		
Puncher	Climber	Baroudeur	Rouleur		
★ - 10 (12) +	★ - 9 (12) +	★ - 7 (12) +	★ - 6 (12) +	★	★

Mateo Castro's Specialization

	Flat	Mountain	Downhill	Sprint	Tech + Cobble	Time Trial
Σ	1	2	3	1	2	3
3/3	1	2	3	1	2	3

Speed on Different Terrains

Terrain	0	-1	-4	+1	-3	+1	-2
Flat	0	-1	-4	+1	-3	+1	-2

Relative Performance

Category	Value
Energy	+3
Attack	+4

Mateo Castro's Attributes

Attribute	Value
Energy	84
Energy / turn	8
Attack	30
Attack / turn	8
Recovery	3

Energy per turn vs. Energy

Remaining Energy %	Energy per turn
100	76
80	48
60	21

Recovery After 7 Stages

Max Energy Recovery: 76%

Energy Spent Every Stage: 38%

Confirm Team Setup

Please complete your team setup before starting the race.

Media (continued)

Team Panels:

- Lannen (4) x 0.50, x 1.30
- Wazduk (1) x 1.40, x 0.40
- x 1.80, x 1.00
- Weiss (1) x 1.00
- Cloud (6) x 1.10
- SAIps (6)
- Chrono (1)
- RHills (1) x 1.20
- Vitessa (4) x 0.90

Races Panel: Team-Relevant Races - show all races that are relevant to the team at the moment. During pre-season, this shows all races that can be selected. During the season, it shows all races that were picked in the pre-season.

Buttons: Save & Exit, Start Season

Lanwick Sporting showed a solid performance this season.

- Our team finished the 2021 season at rank 43 - about the same as last year. Solid, but still room for improvement.
- Compared to the rest of the teams in the league, we didn't perform well. We have a long way to go.
- Our sponsor is disappointed with the mediocre results this season, but is willing to give us another chance. We'd better not fail them next time!
- Our team is looking competent for where we are in the league. Let's keep it that way!

League Promotions and Demotions

Hydrovein Power Inc.
Doriana Velo Tours
Meadow Meister Milk
Sala & Bianco Insurances

Sponsor Evaluation 2021

Funding Level	Pathetic	2021 Funding							
Target Prestige	98	2	3	4	5	6	7	8	
Prestige Gained	107	2022 Funding							
Rating	Superb!	2	3	4	5	6	7	8	

Team Summary

Name	Rank	Specialty	Points	Stamina	Endurance
Iker Ortega	5	Climber	87	112	28/58
Vladislav Pavlov	3	TT Expert	20	151	14/21
Cliff Hill	3	Climber	0	219	53/58

Best & Worst Results

Team	Best	Worst
Vitessa (4)	90(72)	30(15)
Weiss (5)		25(20)
Chrono (6)		
Wazduk (5)	0	0
SAIps (6)		
RHills (5)		

Buttons: Save & Exit, Next Season

Credits

Project Lead/Lead Designer

Robert Hoischen

Lead Programmer

Matt Dodd

Lead Artist

[Juha Keränen](#)

Original Soundtrack

[Michael Trott](#)

Additional Art

Hoangtejieng

Charlie Treefrog Shaw

About Camshaft Software

Camshaft Software LTD is an independent game developer and publisher based in Wellington, New Zealand. Founded by Andrew Lamb and Caswal Parker in 2010, Camshaft Software is an independent studio based in Wellington, New Zealand, built around a small core team of games professionals and car enthusiasts, collaborating with a variety of talent from the vibrant games development scene in the ANZ region.

More information on Camshaft Software, our logo and relevant media can be found [on our website](#).

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