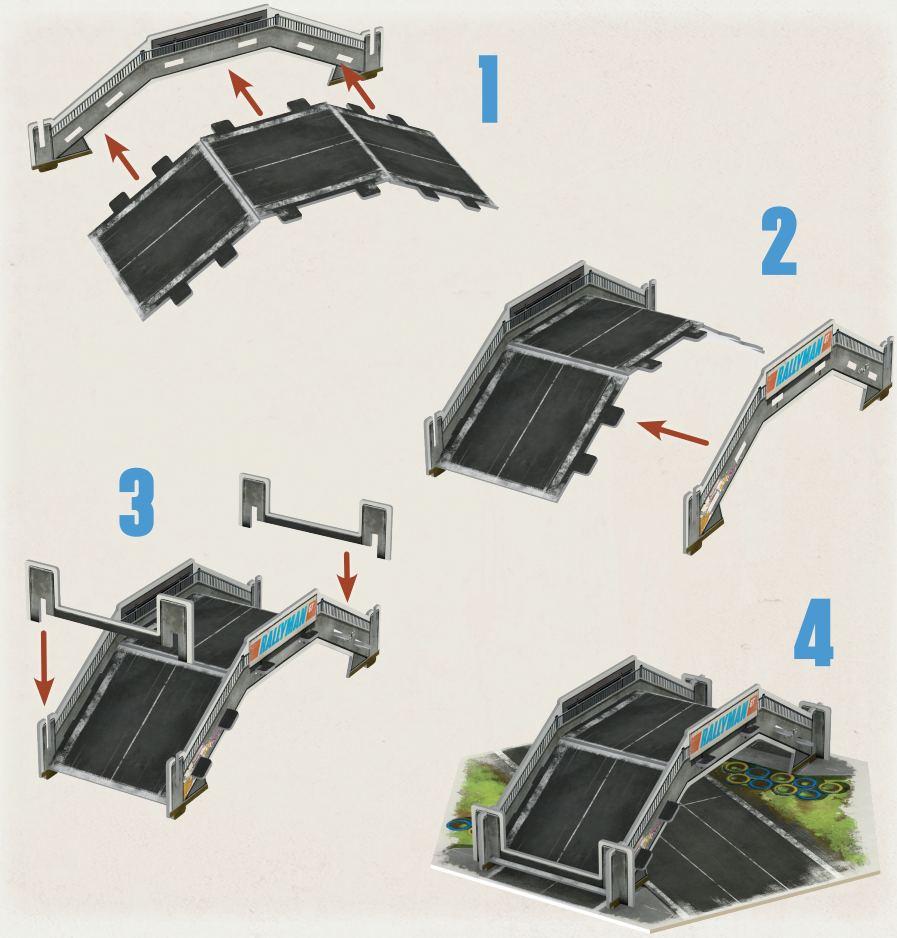
RALLYMAN GT

ADRENALINE PACK

Greetings Drivers! This booklet covers the rules for all content unlocked during the* Rallyman: GT *crowdfunding campaign. We hope they add a lot of fun and replayability to your games!

THE BRIDGE

The Bridge acts just like a normal tile in *Rallyman: GT*, with regular spaces and a Danger level. It possesses no special rules aside from the fact that it allows you you to have two parts of the track cross one another. It is used to create some unique track layouts for your games of *Rallyman: GT*!



SOFT TIRES

Soft tires are an additional tire type for your car. They start with excellent traction, but will wear out over the course of a race...

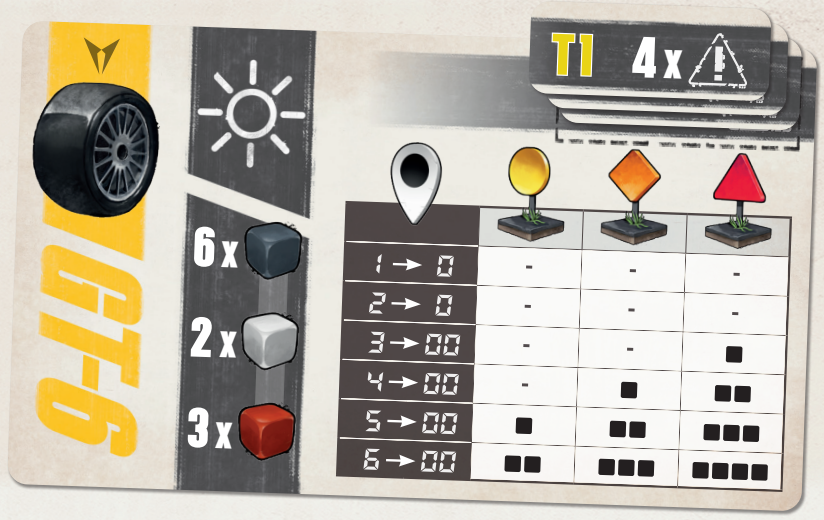
Content

30 Soft tire Dashboards

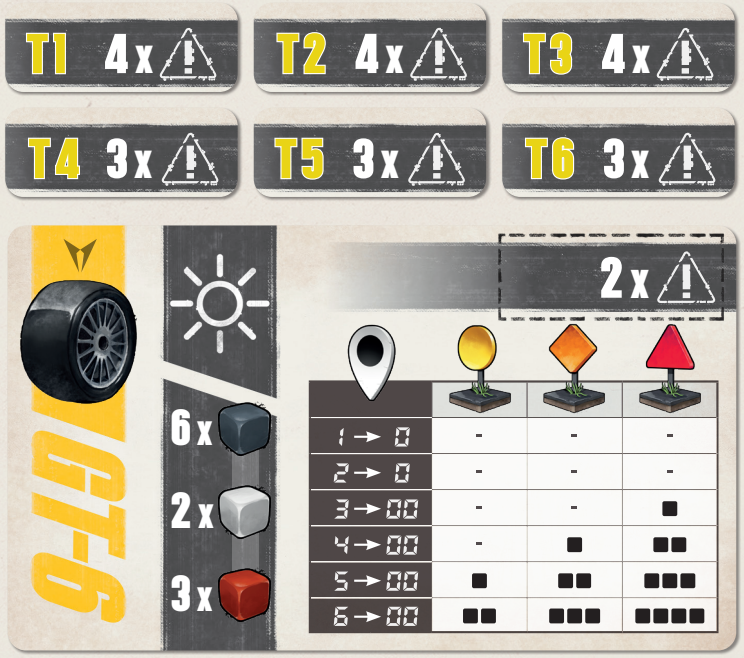
18 Wear markers

Rules

The Soft Tire Dashboard acts exactly like other Dashboards. It contains the same information and can be switched into or out of during Pit Stops.



However, the adherence of Soft tires will degrade as a race goes on. At the start of the game, place the Turn 1 (T1) Wear marker token on your Dashboard. At the end of your first turn you'll flip it over to Turn 2 (T2) and at the end of your second turn, take the Turn 3 (T3) Wear marker, etc...



The ⚠ limit indicated by these markers will degrade over time until, from Turn 7 onwards, they only have a ⚠ limit of 2.

Soft tires do not perform as well as Rain tires in wet weather, but the water does have the effect of preserving them. When it's raining, flip the Dashboard to the rain side as per the standard rules. Use the ⚠ limit printed on the Dashboard and not on the Wear markers. Additionally, do not flip over your Wear markers at the end of your turns. When the weather changes to sunny again, you may flip the Dashboard back over and the Wear markers come into effect once again.

When performing a Pit Stop, you may opt to replace your Soft tires instead of changing them out for another type. If so, perform your pit stop as normal but instead of changing out Dashboards, replace your current Wear marker with the T1 marker. At the end of your next turn you'll flip this marker over to T2, and so on.

OIL AND DEBRIS

Sometimes, you'll be leaving more than tire marks on the track when you spin out!

Content

4 Oil Tokens



4 Debris Tokens



Setup

After Step 3 of the setup phase in the main rulebook:

- Place the Debris and Oil tokens in a pile near to the Damage bag.

You may then finish setting up the game as per the normal rules.

Rules

When a player suffers a loss of control and draws a Gear, Coast or Brake Damage token from the Damage bag, place an Oil token on the space where the Loss of Control occurred.

While this token is on that space, it is considered to have a Speed limit of 1. Just like with corners, entering this space in a Gear higher than 1 will cause an immediate Loss of Control.

When a player suffers a Loss of Control and draws two or more Gear, Coast or Brake Damage tokens from the Damage bag, place a Debris token on the space where the Loss of Control occurred.

While this token is on that space, it will inflict a ⚠ to any car passing over it.

These tokens remain in play until all players have passed by them. A clean-up crew will then remove them from the track before the drivers pass by again, in the case of races with multiple laps.

SHUNTING AND T-BONING

GT racing is considered to be one of the "cleaner" forms of racing, however, you never know what will happen during a race…

Content

12 Danger tokens



Setup

During step 4 of the Setup phase in the main rulebook, players take the two Danger tokens of their colour along with their other elements.

You may then finish setting up the game as per the normal rules.

Rules

The Danger tokens included in these additional rules can add ⚠ to your dice results!

If, at the start of your turn, you have one or more Danger tokens in your possession that are not of your player colour, each of these tokens will add an additional ⚠ to your dice results for that turn.

Each player starts with 2 Damage tokens of their player colour, but you will be giving them to players that you target with the following manoeuvres:

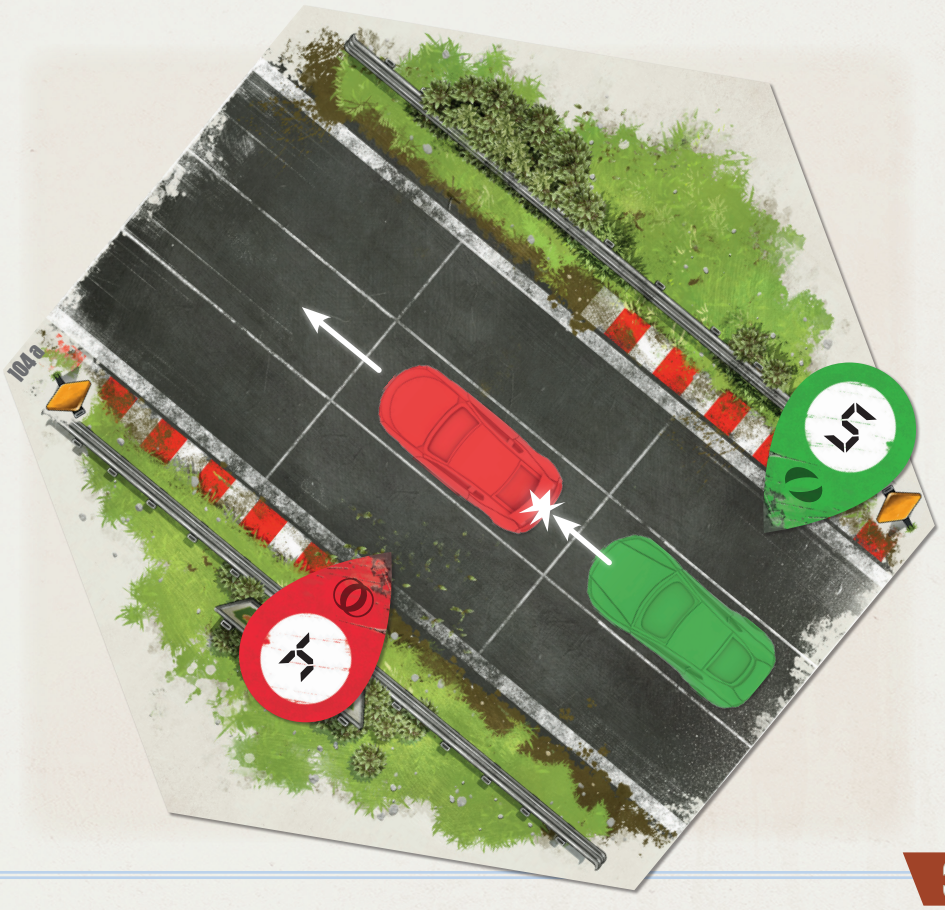
Shunting

Shunting can put an opponent in a very tricky position, let you pass cars that are adjacent to another or give a friendly car a small boost!

You can "push" another car (opponent or friendly) one space forward.

The player wishing to Shunt a car in front of them must move into their space from the one directly behind them. They must be in the same Gear or a maximum of one higher than the target car upon entering its space.

The target vehicle is then pushed one space directly forward.



All three spaces involved – the target car's space and the ones behind and in front of it – must not contain any restrictions (speed limits such as on corner spaces) or obstacles (other cars or debris). If they do, the shunt may not be performed.

The active player then gives the target car's player one of their Danger tokens. The player counts that Danger token as a ⚠ towards their next turn. They return that token to its owner at the end of their next turn. *If the player has no Danger tokens due to having performed a similar action on a previous turn, then they may not perform the Shunt and must wait until their tokens are returned to them.*

A Shunt can be performed at any time during a player's movement, and the player may continue their movement as per the normal rules following a Shunt. A player may perform up to 2 Shunts during one turn, as long as they have enough Danger tokens to do so. *However, for each Shunt they perform during their turn they must add a ⚠ to their dice results that turn. These may cause them to suffer a Loss of Control!*

These ⚠ may not be cancelled by the use of Focus tokens.

You may perform Shunts during a Flat Out move, however do pay special attention to where and when ⚠ are generated during such a move. If the player suffers a Loss of Control that is resolved before moving into a target car's space, then the target is not hit.

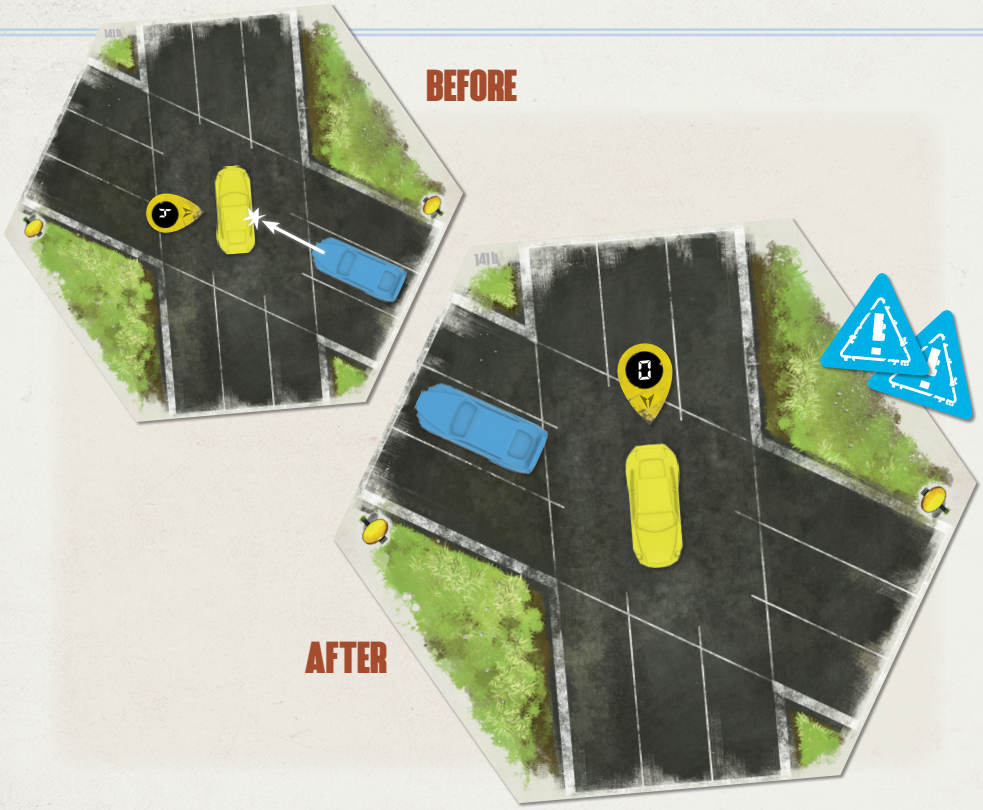
T-boning - Team challenge expansion only -

Is someone blocking the intersection on a figure of 8 track? They won't be for long!

You can collide with another car blocking an intersection tile from the Team Challenge pack, allowing you, and any cars behind you, to pass.

The player wishing to T-bone a car blocking the intersection tile must first be able to reach the other side of the intersection. They may, under no circumstances, end their movement on the central space of the intersection. *If the player suffers a Loss of Control due to the following effects, that Loss of Control will not be resolved on the central space, but rather the one after it.*

The target car's Gear marker is exchanged for the 0 marker of the same colour and they are turned 180°. They will be turned back and continue in their original direction at the start of their next turn. *Whilst the target car is turned this way, other drivers may enter the central space and will not be blocked by it.*



The active player then gives the Target car's player both of their Danger tokens. The player counts those Danger tokens as 2 ⚠ towards their next turn. They return the tokens to their owner at the end of their next turn. *If the player does not have two Danger tokens due to having performed a similar action on a previous turn, then they may not perform the T-bone and must wait until their tokens are returned to them.*

A player may continue their movement as per the normal rules following a T-bone. However, they must also add 2 ⚠ to their dice results that turn. These may cause them to suffer a Loss of Control!

These ⚠ may not be cancelled by the use of Focus tokens.

You may perform T-bones during a Flat Out move, however do pay special attention to where and when ⚠ are generated during such a move. If the player suffers a Loss of Control that is resolved before moving into a target car's space, then the target is not hit.

SISU TOKENS

Sisu is a Finnish word that best describes the stoic determination of a driver gunning for nothing less than first place!

Content

6 Sisu tokens



Setup

During step 4 of the Setup phase in the main rulebook, players each take a SISU token along with their other elements.

You may then finish setting up the game as per the normal rules.

Rules

Once per game during their turn, a player may discard their Sisu token. If they do so then they may ignore any and all ⚠ they have obtained that turn.

Note: *The Sisu tokens also effect Flat Out Moves and can be used to cancel a Loss of Control.*

This does not prevent a Loss of Control due to exceeding a speed limitation.

The Sisu token is a very powerful tool, allowing the player to play an entire move without the risk of a Loss of Control. You're free to use these as you please but we suggest using them during long races or giving them to newer players to help them to keep up when racing against veteran drivers.

