RALLYMAN GT



TEAM CHALLENGE

EXPANSION RULES

HOLY GRAIL GAMES

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Welcome to Team Challenge ! This expansion for* Rallyman : GT *allows you to race with up to 12 cars and use brand new racing modes such as figure 8 and pursuit!

START YOUR ENGINES...

Components

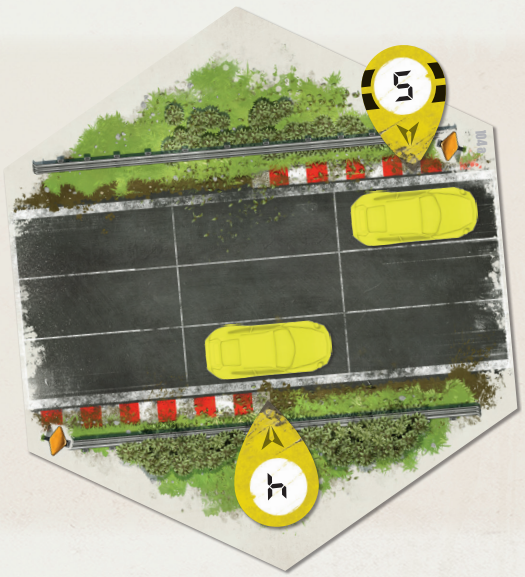
1 Rulebook
6 cars
48 Gear markers
12 Dashboards
12 Track tiles
6 Driver cards

PLAYING WITH 12 CARS

With Team Challenge, you can have up to 12 cars on the track! There are two ways to play with up to 12 cars:

- **By having up to 12 individual players**
  Each player takes the car of their choice along with all of the necessary components as described in the main rulebook for *Rallyman: GT.*
- **With each player controlling 2 cars**
  Each player takes two cars of the same colour and the necessary components for each, as described in the main rulebook for *Rallyman: GT.*

Distinguishing between cars of the same colour : While on the track, cars of the same colour can be told apart by their Gear markers. The Gear markers in the Team Challenge expansion include additional markings that will help distinguish them from their counterparts.

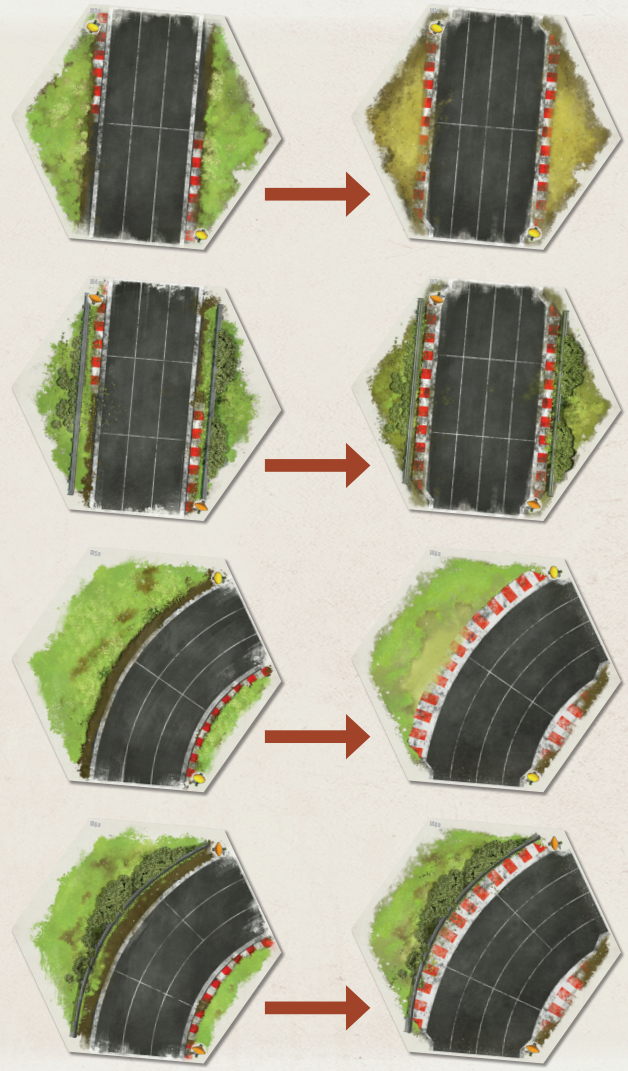


Wider tracks

If you are playing with 7 or more cars, it is recommended that you build your track using 3-lane tiles. For tracks originally made of 2-lane tiles, simply flip the tile over to obtain its 3-lane equivalent.

Tiles featuring straights, curved sections of track and Starting Grids can be replaced with 4-lane equivalents.

Corresponding tiles:

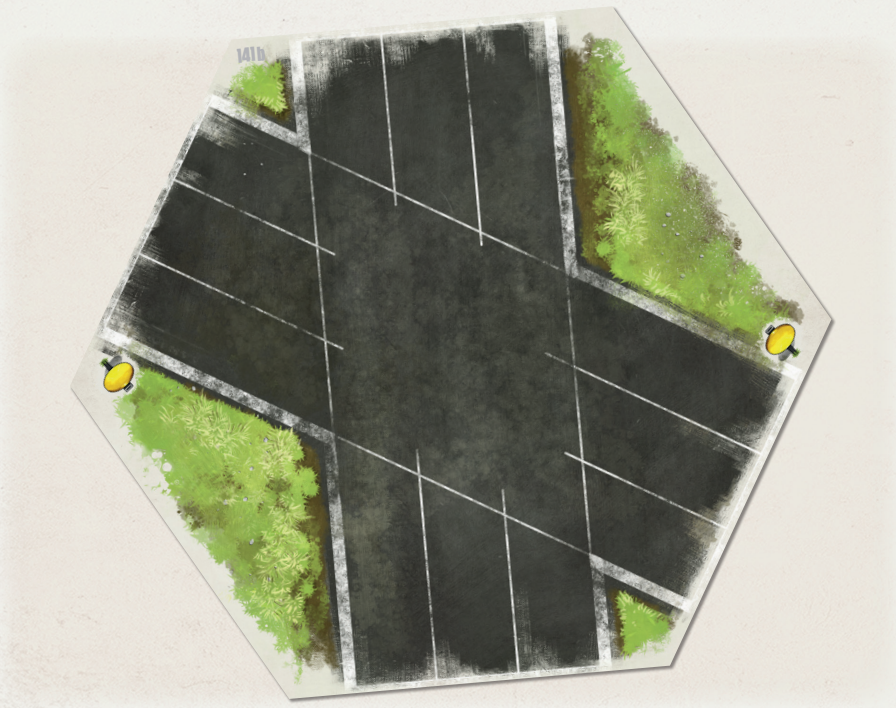


We recommend using the 3 and 4-lane tiles in order to avoid too much blocking. However, if you prefer a more challenging setup, then of course you are free to build your track however you wish!

Apart from these new tiles, a race with up to 12 players follows the same rules as a classic game of *Rallyman: GT.*

FIGURE "8" TRACKS

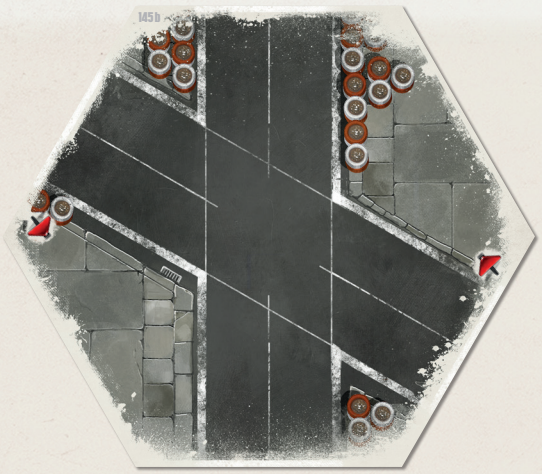
A "Figure 8" track uses an "intersection" tile to create a loop in the track, along with a double Starting Grid with both sides going in the same direction.



Intersection

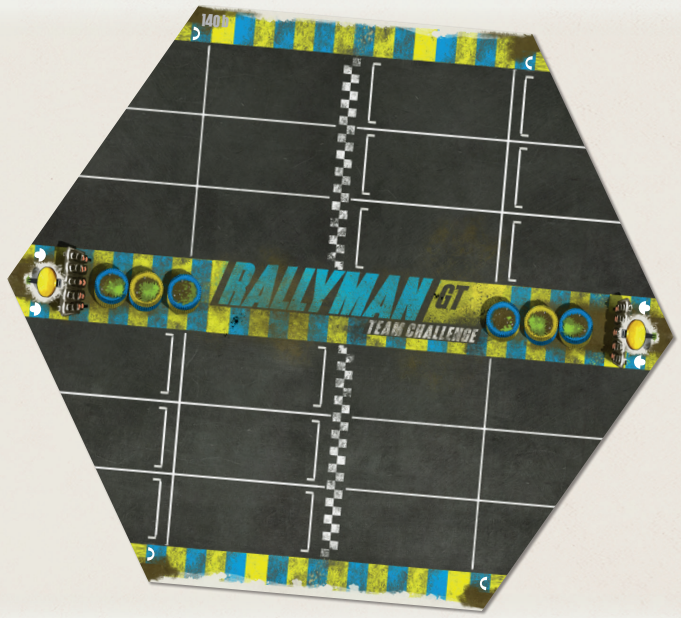
The intersection tile uses the following rules:

- The central lanes of the tile can only be used by cars moving in the same direction. If a car ends its turn on this space, no other car can enter these lanes unless it is approaching from the same direction. The usual rules for Overtaking and Blocking still apply.
- If a car approaching from a different direction attempts to enter these spaces while another car is already present, then that car is Blocked. Its movement ends on the space just before entering the central lanes.



PURSUIT MODE

These circuits are built using classic track tiles, along with a double Starting Grid with each side going in a different direction. This Starting Grid tile divides the track into two separate courses, on which the cars will be separated into two groups: A and B.



Note: *Due to the nature of the Starting Grid tile, playing with Pursuit mode requires tiles from the World Tour and/or Championship expansions for Rallyman: GT.*

Setting up the Starting Grid

Begin by dividing the cars between the two Starting Grids as evenly as possible. If you're playing with one car per player: take a Gear marker from each player and draw half of the total number of players randomly. These cars will start on one side of the tile, the rest will start on the other grid.

If each player is controlling two cars, then each player places one of their cars on each of the Starting Grids.

The starting order is then determined using the normal Rallyman: GT rules. If possible, all cars from group A should use the Gear markers from the base game, whereas the cars from group B should use the markers in this expansion. This method will make it easier to tell two cars of the same colour apart should a car fall behind and be caught up by the other group.

Playing turns

Player turns are not mixed between separate groups: one group must play out their entire round, then the second group plays out their round.

To decide which group plays first, play heads or tails by flipping the Round marker. For the rest of the race, the winning group will always play first.

Within each group, order of play and movement rules are identical to a classic game of *Rallyman: GT*, as described in the core game rulebook.

Victory conditions

Contrary to the rules of a classic game of Rallyman: GT, the first player to cross the finish line is not necessarily the winner!

- If only one car crosses the finish line during the same round (no matter the group they belong to), then that car is the winner.
- If two or more cars cross the finishing line during a round and those cars are in the same group, then the first car to cross is the winner.
- If two or more cars cross the finishing line during the same round and those cars are from different groups, then the player with the most Focus tokens is the winner.

Example: *During a Pursuit race, 3 cars cross the finishing line during the same round : 2 from group A, and 1 from group B. The group is narrowed down to the car from group A that crossed the finishing line first, and the car from group B. Out of these two cars, the driver with the most Focus tokens wins the race.*

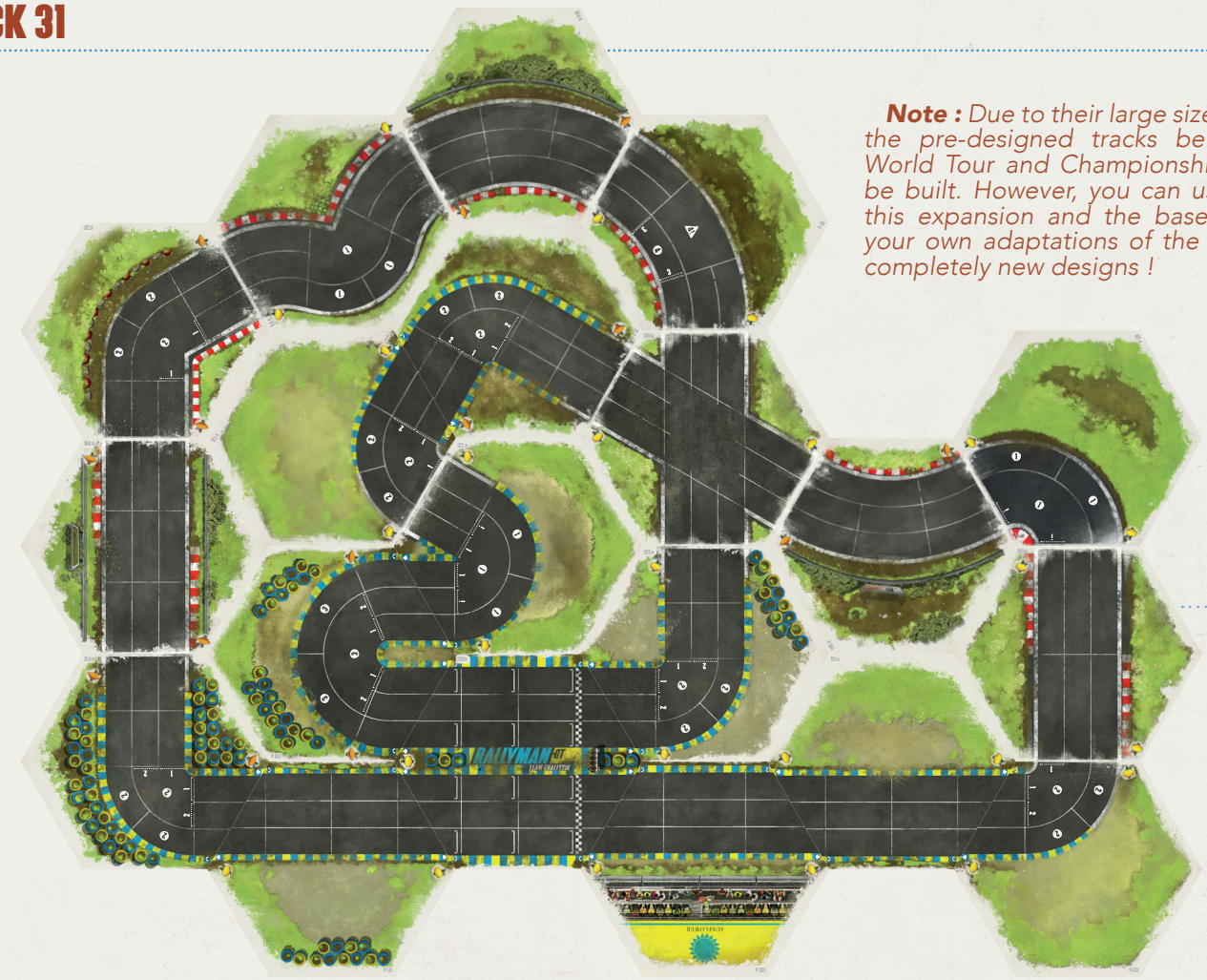
SPECTACULAR RACES

And what if you combined all of the above? You can create Figure 8 circuits with wider tracks or just one Starting Grid, or play Pursuit on a Figure 8 track! It's up to you to create the race of your dreams…

On the next few pages, you will find ready to play track designs that can be used with these rules.

READY-TO-PLAY

TRACK 31



Note : *Due to their large size and complexity, the pre-designed tracks below require the World Tour and Championship expansions to be built. However, you can use the tiles from this expansion and the base game to make your own adaptations of the tracks, or create completely new designs !*

- 1 x 103a
- 1 x 104a
- 2 x 106a
- 1 x 107a
- 1 x 110a
- 1 x 112a
- 1 x 117a
- 2 x 121a
- 1 x 122a
- 2 x 124a
- 1 x 125a
- 2 x 127a
- 1 x 128a
- 1 x 132a
- 1 x 139b
- 1 x 141b

TRACK 32



- 1 x 101
- 2 x 103a
- 1 x 104a
- 2 x 106a
- 2 x 111a
- 1 x 115a
- 1 x 116a
- 2 x 121a
- 1 x 125a
- 1 x 128a
- 1 x 130a
- 1 x 134a
- 2 x 138a
- 1 x 139b
- 1 x 141b

TRACK 33



- 1 x 101
- 2 x 103a
- 1 x 105a
- 1 x 112a
- 1 x 115a
- 1 x 122a
- 1 x 123a
- 1 x 124a
- 1 x 125a
- 1 x 126a
- 1 x 129a
- 1 x 130a
- 1 x 132a
- 1 x 133a
- 1 x 135a
- 1 x 138a
- 1 x 139b
- 1 x 142b

TRACK 34



- 1 x 101
- 2 x 103a
- 2 x 104a
- 2 x 105a
- 2 x 106a
- 2 x 107a
- 2 x 112a
- 2 x 117a
- 2 x 125a
- 2 x 138a
- 1 x 140b

TRACK 35



- 1 x 101
- 1 x 111a
- 1 x 121a
- 2 x 122a
- 1 x 123a
- 1 x 124a
- 1 x 125a
- 1 x 126a
- 1 x 127a
- 1 x 133a
- 1 x 135a
- 1 x 137a
- 1 x 138a
- 1 x 140b
- 1 x 145a
- 1 x 146a
- 1 x 147b
- 1 x 149a

TRACK 36

- 1 x 101
- 1 x 103a
- 1 x 104a
- 1 x 106a
- 1 x 108a
- 1 x 115a
- 2 x 116a
- 1 x 121a
- 1 x 122a
- 1 x 123a
- 1 x 124a
- 2 x 125a
- 1 x 128a
- 1 x 129a
- 1 x 130a
- 1 x 137a
- 1 x 139b
- 1 x 142b



TRACK 37



- 1 x 101
- 1 x 104a
- 1 x 104b
- 1 x 105a
- 1 x 106b
- 1 x 119b
- 1 x 120a
- 1 x 121b
- 1 x 122b
- 1 x 123b
- 1 x 125b
- 1 x 126b
- 1 x 130b
- 1 x 132b
- 1 x 133b
- 1 x 134b
- 1 x 135b
- 1 x 138b
- 1 x 143b
- 1 x 146b