



RALLYMAN DIRT

BETA RULEBOOK

02/07/2020

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***And of course, all of our KICKSTARTER BACKERS
THAT MADE THIS GAME POSSIBLE!***

A NOTE FROM THE AUTHOR

The logo consists of the letters 'W' and 'P' in a bold, white, sans-serif font. The letters are slightly shadowed and appear to be floating above a dark, rectangular background.

1-6 PLAYERS / 14+ / 1H00

Welcome to *Rallyman: DIRT!* Tackle the twists and turns of a rally course, racing against the clock to get the best time and take the trophy!

Rallyman: DIRT uses an innovative Dice mechanic that rewards both strategic decision making and risk taking.

Plan your trajectory to tackle dangerous turns, tricky obstacles and long straights using a mix of Gear, Coast and Brake dice.

You can drive carefully to avoid mishaps, or throw caution to the wind and go flat out. Drift around sharp turns, take jumps, cross water hazards and cut corners to shave as many seconds from your time as you can, but don't push your luck too far...

DRIVERS! START YOUR ENGINES...

COMPONENTS



1 Rulebook



6 Dashboards



6 Driver cards

31 double-sided Track tiles



6 Gaming aids



1 Damage token bag



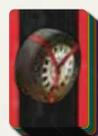
6 SISU tokens



1 Assistance tile



122 Second tokens



6 Tire cards



6 cars



174 Time cards

48 Damage Tokens



x 11



x 7



x 24



x 6

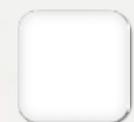
11 Dice



x 6



x 1



x 2



x 2

SETUP

1. BUILDING YOUR RALLY

The hexagonal tiles in *Rallyman: GT* allow you to build a track for any occasion. Feel free to let your imagination run wild as you build your own dream circuit!

SOME GUIDELINES

When building your own Stages and Rallies, with 4 players:

- A « Short » Stage would be composed of 10 tiles and last 25 minutes.
- A « Medium » Stage would be composed of 14 tiles and last 35 minutes.
- A « Long » Stage would be composed of 18 tiles and last 45 minutes.
- A « Short » Rally would be composed of 2 short Stages and last around 60 minutes.
- A « Medium » Rally would be composed of 3 Short stages or 2 Long Stages and last around 90 minutes.
- A « Long » Rally would be composed of 3 medium Stages and last around 120 minutes.

You can find a selection of ready to play Rallies and Stages at the back of this Rulebook (see page X).

2. SECOND TOKENS

Place the Second tokens in piles close to the track, so that all of the players can reach them easily.

3. DAMAGE TOKENS

Put the Damage tokens into the Damage token bag and place it close to the track.

4. TIME CARDS

Take the time cards and separate them into six decks, one for each number from 1 to 6. Shuffle each deck individually before placing them together on the table with the «0» side face down.

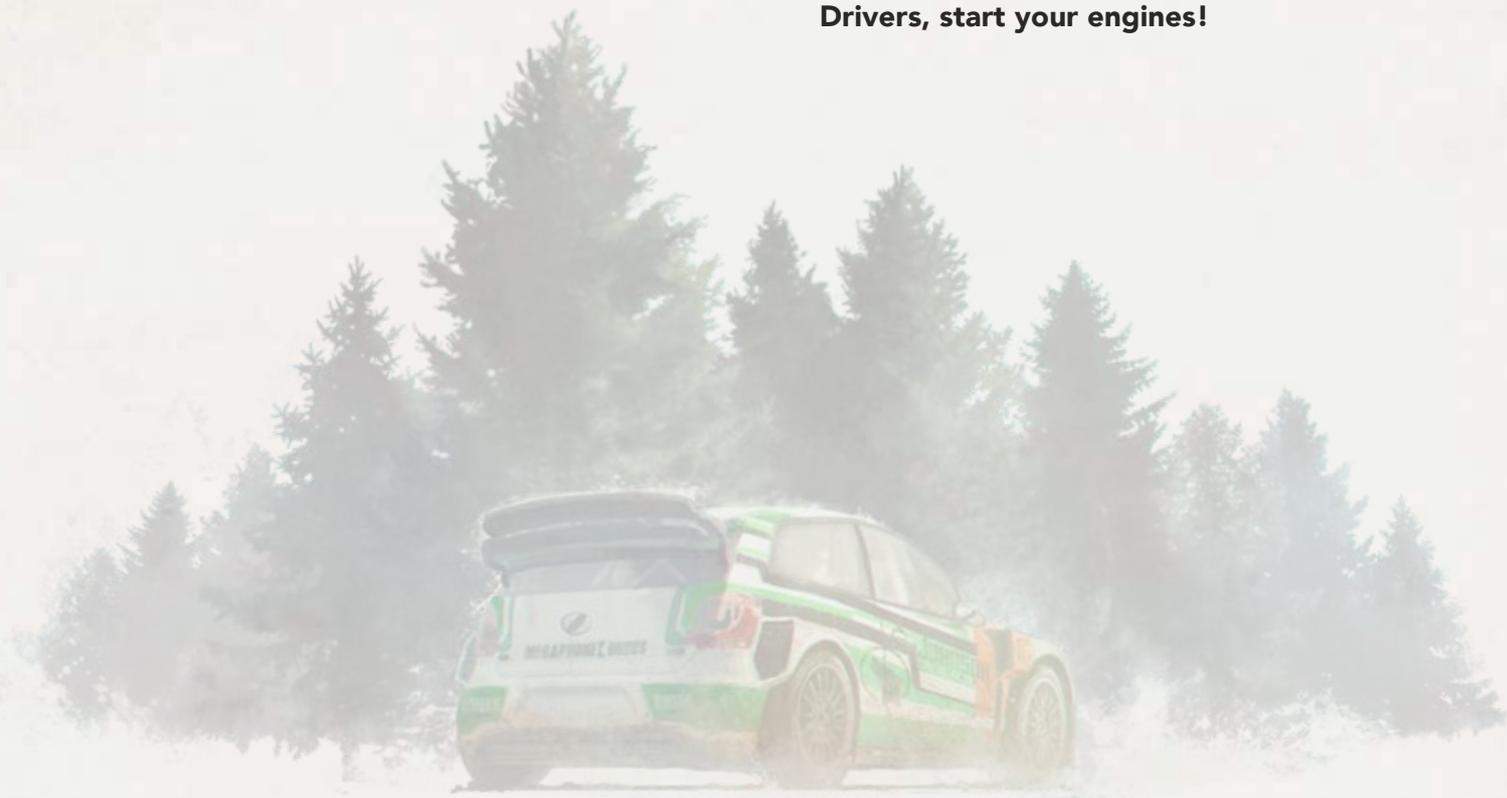
5. COLOUR

Each player chooses a colour and takes the corresponding car model, Driver card, Spare Tire card and Dashboard, arranging these in front of them.

6. DETERMINING THE STARTING ORDER

To determine the starting order, take each player's Car and draw one of them at random. This is the first player and play will proceed clockwise around the table, starting with them.

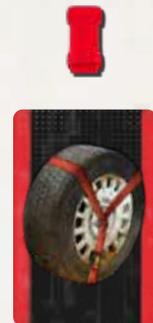
**The first player takes the dice and the race can now begin!
Drivers, start your engines!**





- 202 a
- 209 a
- 211 b
- 219 b
- 216 b
- 205 b
- 223 a
- 215 a
- 220 a
- 225 b
- 203 a

1



| | | | | | |
|----|----|----|----|--|---|
| | | | | | 5 |
| 3x | 3x | 3x | 3x | | |
| 6x | 6x | 5x | 5x | | |
| 2x | 2x | 2x | 2x | | |
| 1x | 1x | | | | |



THE GAME

In Rallyman: DIRT, players compete against each other over one or multiple time trial events on closed sections of road called "Special Stages".

During each Stage, players will have to navigate the twists and turns of the track as fast as possible to achieve the best time.

At the end of each of their turns, players gain a certain number of seconds to add to their overall time based on the Gear that they finish in. As such, drivers should be looking to maximise the distance travelled whilst maintaining the highest speed possible.

The player with the best overall time at the end wins!

Rounds

A game of *Rallyman: DIRT* is made up of rounds with each player getting one turn per round.

At the beginning of each round, you must first determine the order of play.

Order of play

In *Rallyman: DIRT*, the order of play is generally constant. However it can change as the race progresses and players close the distance between one another!

The order of play at the start of each round is determined by the Distance of each car along the track and then by their speed or position in the case of a draw, according to the following rules.

Order of priority:

DISTANCE > SPEED > POSITION

- **Distance** - The first player is always the driver whose car is furthest along the track. The second player is the player that's the second along the track and so on.
- **Speed** - If two cars are of equal distance along the track, the car in the higher Gear (according to the time card on the top of their pile) goes first.

- **Position** - If two cars are of equal distance along the track and in the same gear, the player whose car is on the inside lane of the next or current corner (See page X) goes first.



In this example, the order of play would be as follows:

1. The Red car would go first as it is the furthest along the Track.
2. The Green car would go second as it is the second further along the Track.
3. As the Blue and Yellow cars are of an equal distance along the track, the car in the highest Gear would go before the other. If they were both in the same Gear, Blue would go before Yellow as they are on the inside of the next corner.

The Start

The start of each Rally stage is unique in that, as this is a time trial race, players do not all begin the race at the same time. Instead, their departure is staggered with each player playing one additional round before the next one enters the track.

The first player, as determined during setup, would start and play their turn for the first round. They would then play another turn in the second round before the second player starts, and so on.

In a four-player game, the starting Rounds of a Stage would therefore be:

- **Round 1:** Player 1 starts their first turn.
- **Round 2:** Player 1 takes their second turn, then Player 2 starts their first turn.
- **Round 3:** Player 1 takes their third turn, Player 2 takes their second turn, and Player 3 starts their first turn.
- **Round 4:** Player 1 takes their fourth turn, Player 2 takes their third turn, Player 3 takes their second turn, and Player 4 starts their first turn.

When starting the race, players place their car in a space behind the Starting Line and count as starting in Gear 0.

Once all players are on the track, play proceeds as per the normal order of play rules explained above.

Note that the order of play for drivers that haven't entered the track cannot be changed.

Whilst waiting to start, don't forget to pay close attention to what the other drivers are doing as you may be able to optimise your own course based on their successes and mistakes!

The Turn

During their turns, players will be using the dice available to them to move their car along the track, trying to complete it as fast as possible.

During their turn a player will do the following:

1. Choose their dice.
2. Roll their dice and move their car.

Choosing your dice

During their turn, players will use dice to accelerate, brake, and coast their way around the track. As long as you follow a few simple rules, you're free to combine these dice as you please. Getting creative with your dice combinations is the key to finishing with the best time possible!

During the game, a player can find all the information they need for their car on their Dashboard.

The Dashboard

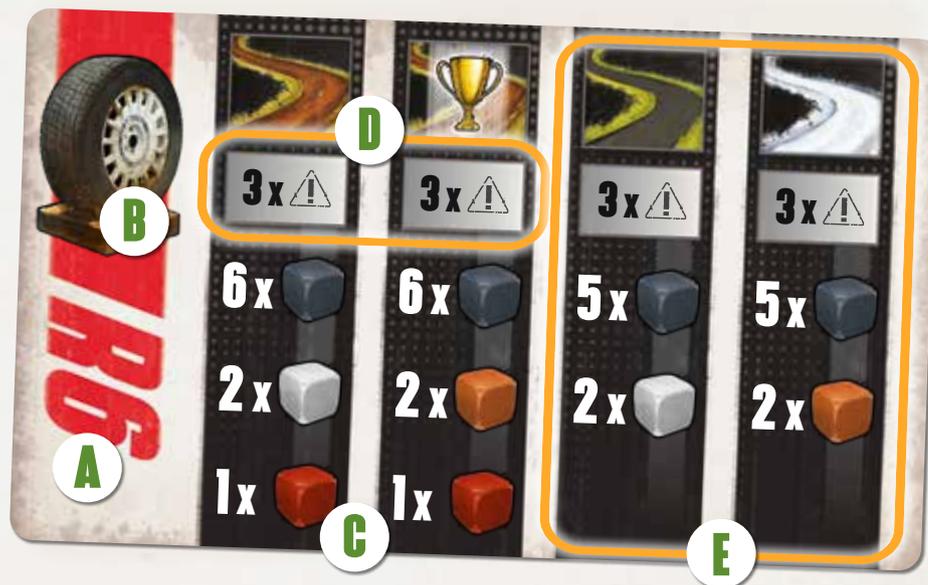
The Dashboard indicates your car type (A), as well as the Tires you're using (B).

It also shows which type and the number of dice the player will have at their disposal (C) as well as the number of ⚠️ results the player can roll before suffering a Loss of Control (D) when driving on different types of road. Any Damage suffered during the race will also be shown on the Dashboard via Damage tokens placed there. Damage tokens can modify your Dice values.

There are 4 different types of track shown on Rallyman: DIRT Dashboards: Gravel, Gravel (leader), Asphalt and Snow.

The "Leader" column is only used by the first player each round.

Only gravel tracks and gravel tires are included in this core box of Rallyman: DIRT. Should you wish to take your rallying adventures further afield, you'll find tracks and tires for snow and asphalt in its expansions! The two rightmost columns - E - are only to be taken into account if you are playing with expansions, so you may ignore them when playing with the core game only.



During their turn, a player can use as many dice as their Dashboard allows them. However, each individual die can only be used once per turn.



The Black dice or "Gear" dice are used to accelerate or decelerate progressively.



The White dice or "Coast" dice are used to maintain the same speed.



The Red dice or "Brake" dice are used to brake hard, slowing your car by more than one gear at a time.



The Brown Dice or «Leader» dice are used in exactly the same fashion as the white «Coast» dice, except only the first player each round uses these.

All of the dice have ⚠️ symbols. These symbols have no effect until the player accumulates the amount shown on the Dashboard during their turn, in which case they will lose control of their car! (See Loss of Control.)

You can combine acceleration, deceleration, braking, and coasting in any way you like during your turn to get the best out of your car!

Players lay the dice out on the track in order to indicate their movement each turn.



Example: Raphael starts the race at a speed of 0. He must use his Black Gear die with a value of 1 to put his car into 1st Gear. He can then move into 2nd Gear, and so on.

When starting your turn in a Gear higher than 0; however, your first die may be:

- one Gear higher than your initial Gear.
- the same Gear as your initial Gear.
- one Gear lower than your initial Gear.

Rules for Using the Dice

1. BLACK GEAR DICE

Gear dice are used to move whilst accelerating or decelerating progressively.



The black dice represent the gears of your car.

Going up or down through Gear dice is often referred to as "changing gears" or being "in" a certain gear.

Each die allows you to move your car forward one space, whatever the result of the roll (number or ⚠).

Gear dice must be played in ascending and/or descending order.



Example: It's Olivier's turn. He is currently in 4th Gear. He decides to start with the 5th Gear die before decelerating down through 4th, then 3rd, then 2nd as he heads towards a sharp corner.

2. WHITE COAST DICE

Coast dice are used to move while maintaining the same speed.



Each Coast die allows you to move your car forward one space while remaining in your current Gear, whatever the result of the roll (blank face or ⚠).

A Coast die can be used at the start of your turn, during your movement, or at the end. You can even choose to only use Coast dice during your turn. You can alternate between black and white Coast dice as you see fit.

You cannot use a Coast die if your current speed is 0.



Example: Owen takes a tricky corner in 3rd Gear and uses his white Coast die to maintain his speed instead of accelerating.

3. LEADER DICE

Leader dice are only used by the first player each round. They function identically to Coast dice as explained above but include an additional ⚠️. This represents the difficulty of being the first driver to hit a rally stage! The leader will be clearing loose dirt and debris that make the course trickier to navigate, therefore making it easier for the drivers that come after.

However, the first player gets to impose other penalties onto the drivers following them during the Stage.



Example: If Owen was attempting the same corner but was the first player, he could attempt the same movement but would use Leader dice instead of Coast dice.

4. RED BRAKE DICE

Brake dice are used to reduce your speed more quickly when a mere deceleration simply won't do!



Using a red Brake die combined with a black Speed die allows you to move forward one space while reducing your speed by two Gears instead of one.

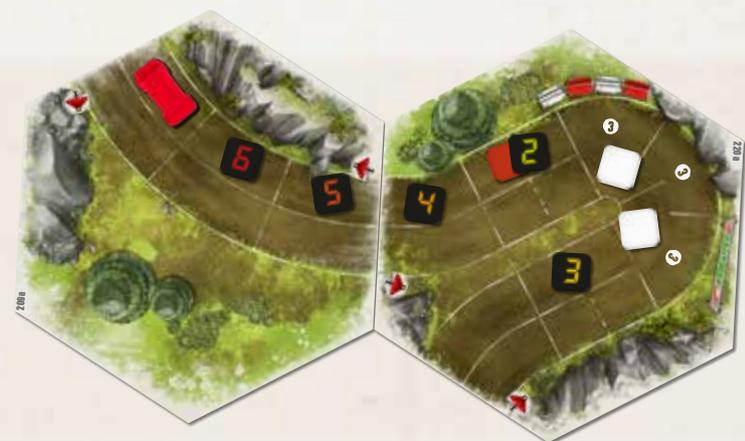


Example: Georgina decelerates before a corner and then brakes, going from 4th to 2nd Gear as she enters it. To do this, she places her Gear 2 die along with her Brake die which allows her to "skip" Gear 3.

Note: A player cannot use dice to reduce their speed to "0" - the minimum speed is 1st Gear.

PUTTING IT ALL TOGETHER

By combining different dice in clever ways, you can overcome any obstacle the track can throw at you. You can even accelerate and decelerate with your Gear dice in the same turn. Just remember the golden rule: **each die can only be used once per turn.**



Example: Patrick starts his turn in 5th Gear. He moves into 6th gear before starting to decelerate for the corner, dropping down to 5th and then 4th. He then brakes down to 2nd Gear and coasts around the corner, accelerating back up to 3rd as he comes out of it. Patrick has travelled a good distance this turn and by using his brake die to skip 3rd Gear before the corner he's able to use it afterwards! This allows him to take a 3rd Gear Time card at the end of his turn that will add fewer seconds to his time than a 2nd Gear card.

The Rules of the Road

Because a track is never just a straight line, there are a few rules you'll have to bear in mind when planning your trajectory!

Moving

There can only be one car on any space at a time.

Cars must always move forwards, either in a straight line (along the same lane) or diagonally (changing lanes), but never laterally.



You can change lanes as many times as you like during your movement.

Note: In Rallyman: DIRT, the edge of a tile always represents the edge of a space.

You must move your car at least one space per turn, if you are able to do so.

Corners

A Rally without corners wouldn't be half as interesting and, in Rallyman: DIRT, how you navigate these treacherous twists and turns will go a long way to determining your score at the end of a Stage!

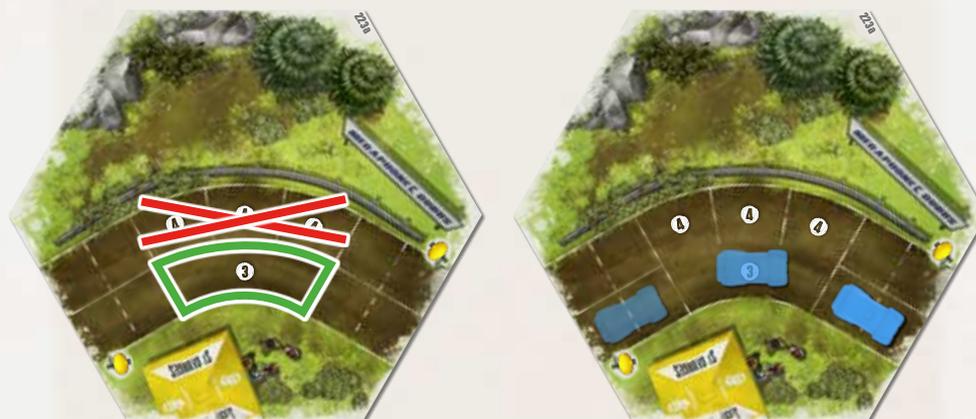
"Corner" spaces are identified by the presence of speed restrictions (the circled numbers) along with the absence of a dividing line between the inside and outside lane.



There are two ways to tackle a corner which defines how many spaces it is made up of and the speed limitation you'll have to adhere to:

CUTTING THROUGH THE INSIDE LANE

This path is shorter but requires a lower speed.



DRIFTING AROUND THE OUTSIDE LANE.

This path is longer but allows you to maintain a higher speed. Drifting cars are turned perpendicular to the track.



Drivers must decide how to tackle each corner as they enter it and **cannot change methods mid corner**.



SPEED LIMITATIONS

Whatever course of action a player chooses, speed restrictions work the same way. The number shown in the circle in a space is the highest Gear that a car can be in whilst in that space. You may of course be in a lower Gear than the one indicated with no penalty.



Entering this space at a higher Gear than the one indicated results in an immediate Loss of Control (See page X).

You may accelerate past this limit when leaving the space.



Example: Quentin wants to move into a corner space. The speed limit shown in the centre of the space is "3". He places his Gear 3 die in that space, respecting the limit and suffering no Loss of Control. He is free to accelerate up to 4th Gear as he leaves the corner space.

SLIDING

On some corners, Drivers can perform a Slide to start their turns early and/or end them late. This can give them more opportunities to control their speed and distance.

Some spaces adjacent to corners are intersected by a dotted line. These spaces can either be entered normally or a car can Slide into them.



When Sliding into these spaces a car effectively counts the zone as two spaces (separated by the dotted line) spanning the width of the track. Sliding cars are turned perpendicular to the track to indicate this manoeuvre.

Players must decide whether they wish to slide into these spaces or enter them normally, they cannot change methods once they have entered.

Other terrain

SHORTCUTS

What would a rally be without a little bit of off-road action? Some of the corners present in *Rallyman: DIRT* have shortcuts that might just save you time if your luck holds out...

Shortcuts in *Rallyman: DIRT* are special spaces recognisable by the Shortcut symbol . These spaces can be moved into when you decide to cut a corner to save time.



The number inside the Shortcut symbol is a speed restriction (see above), indicating the highest Gear a player can be in whilst occupying this space.

Players may enter a Shortcut space from any space connected to them except Corner spaces.

However, taking your car off the road can have serious consequences! Any time you choose to take a shortcut, draw 1 Damage token from the Damage token bag. Flip the token over to its "Shortcut" side, which shows the Shortcut symbol.

This Shortcut Damage token will show one of three possible results :



OK! : You got lucky! Your car made it through the manoeuvre unscathed. Place the token onto your Dashboard.



Coast/Leader Dice Damage: You blew a tire! Place this token onto your Dashboard. The number of Coast dice a player may use each turn is reduced by one for each of these tokens present on their Dashboard.

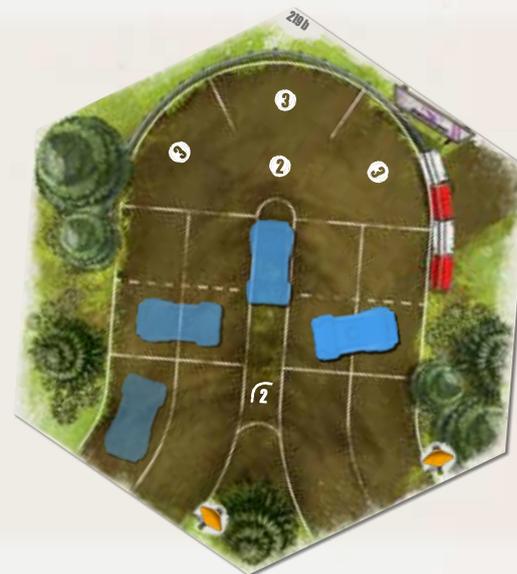


-1 : You spray mud and debris onto the track! You are not affected but any drivers coming up behind you will have to suffer the consequences. Place this token onto the shortcut's tile. The maximum speed limit for all Corner spaces on this tile is reduced by 1. These tokens can stack, meaning that parts or all of the corner can eventually be made unusable.



- These tokens do not affect the speed limit of the Shortcut.
- A space with a Speed limit reduced to 0 or less becomes unusable. Cars may not enter these spaces.

You may Slide into and out of Shortcuts.



JUMPS

In Rallyman: DIRT, you can use the rough terrain to your advantage! Certain Track tiles have Jump spaces , representing a bump in the road that you can jump over.



When planning out your trajectory, place your dice as normal. If the die you place on a Jump space **is the same Gear** as the one shown, you'll gain some air! You **must** count your car as moving one additional space. Skip the next space after the jump (meaning that you do not have to place a Gear/Coast die to move through it) and place your next die in the space after it.



If the die you place onto a Jump space is **one Gear higher** than the one shown, you'll gain even more air! Follow the rules as above but you skip the next 2 spaces instead.



However, If the die you place onto a Jump space is **two or more Gears higher** than the one shown, you'll gain too much air! Follow the rules as above, skipping 2 spaces, but you suffer an immediate Loss of Control on the space where you land.



If the die you place onto a Jump space is a lower Gear than the one shown, it counts as a normal space and has no special effect.

When moving the extra spaces provided by a jump, you may ignore any obstacles or other cars present on intervening spaces.

You may not land in spaces occupied by obstacles or other cars. If a Jump would force you to land on an obstacle or other car, you may not perform the Jump. You may change lanes when skipping spaces. You may land in a corner space in the lane of your choice.

WATER HAZARDS

Rallyman: DIRT tracks also feature rivers and streams that you'll have to ford! These Water Hazards are indicated by a water symbol .



To move through a Water Hazard, you must either use a Coast dice or the Gear 1 die.



If not, your movement ends immediately in your current Gear.

- You may Brake, Accelerate or Decelerate when leaving a Water Hazard space.

Overtaking

Although rally Stages are meant to be tackled without having to worry about the presence of other drivers, it's not unheard of for one car to catch up to another.

To enter a space alongside another player's car, you must use a Gear or Coast die equal to or higher than the current Gear of the opponent's car as indicated by the time card on the top of their pile. Once your car is alongside theirs, the rest of your movement can be at any speed.

For example, a car in 3rd Gear can move alongside a car in 1st, 2nd or 3rd Gear. However, it cannot move next to a car in 4th, 5th or 6th Gear.

You may overtake by moving diagonally between two cars.



Example: The red player's car is in 5th Gear as it pulls up alongside the blue car. It accelerates again to 6th and moves diagonally as it moves adjacent to the yellow car. The player has matched or beaten the Gears of the other cars as they move, so they're allowed to overtake.

Now that their vehicle is beside the yellow car, the player may continue their movement as per normal, which should give them a chance to slow down before the next turn!

Other Cars on Corners

If a car is positioned on a corner, another vehicle may only enter that corner if they use the same method, i.e via the same lane. They may then follow that car into the corner but cannot enter their space or overtake them.



Other cars performing a Slide

If a car is performing a Slide, another vehicle may only enter those spaces if they use the same method. They may then follow that car into the slide but cannot enter their space or overtake them.



Example: Here the Red car cannot overtake as they do not have enough space to accelerate and pull up alongside the Orange car. They would be able to move one space forward, into fourth Gear before being considered blocked and having to end their turn.

Be aware of everything on the track; your dice, the corners, and even your opponents can be used to your advantage.

Some clever driving can shave precious seconds off your final time which can mean the difference between victory and defeat!

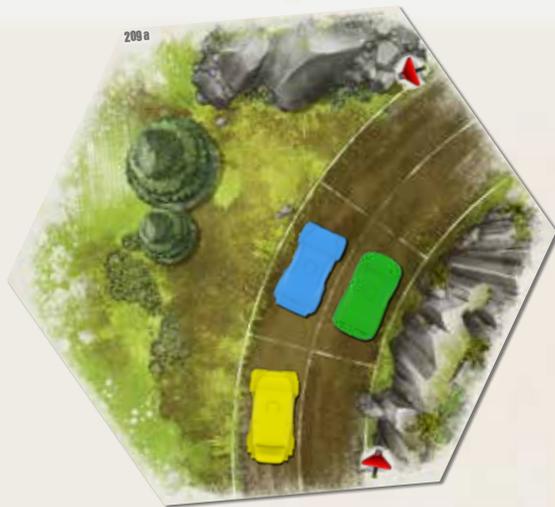
**ONCE YOU'VE PLANNED
OUT YOUR TURN,
IT'S TIME TO BURN
RUBBER!**

BLOCKED

Whilst moving, if:

- You cannot reach the Speed necessary to overtake other cars on the track OR
- Moving would cause you to suffer an immediate and unavoidable Loss of Control due to the presence of another car OR
- You find yourself impeded in some other fashion

Then you are considered «Blocked» this turn. Your movement ends immediately in your current space and Gear.



Example: Here the Yellow car cannot overtake the Blue and Green ones as they are taking up all of the track. They would end their turn in their current space and their current gear.



Rolling the dice and moving your car

With your dice now laid out, do you play it safe OR do you risk it all to make every second count?

Once you've chosen your dice and placed them on the track to plan your movement, you must now choose whether to roll your dice one at a time, or all at once!

1. ROLLING DICE ONE BY ONE

This is the safe option. It brings no further rewards but, if things are looking bad, you can end your movement whenever you please in order to avoid spinning out.

Once a player has planned out their move, they may roll their dice one by one (except for Brake dice, which must be rolled at the same time as a Gear die). The player's car is moved one space along the track per die rolled, whatever the result.



Rolling the dice one by one allows players to keep an eye on how many ⚠ signs they roll, allowing them to end their movement prematurely to avoid a Loss of Control.

Any dice that roll a ⚠ are kept to one side. If a player reaches the ⚠ limit shown on their Dashboard, they suffer a Loss of Control (See page 16). If this happens, their car is moved to the space where the final ⚠ occurred, then the Loss of Control is resolved.

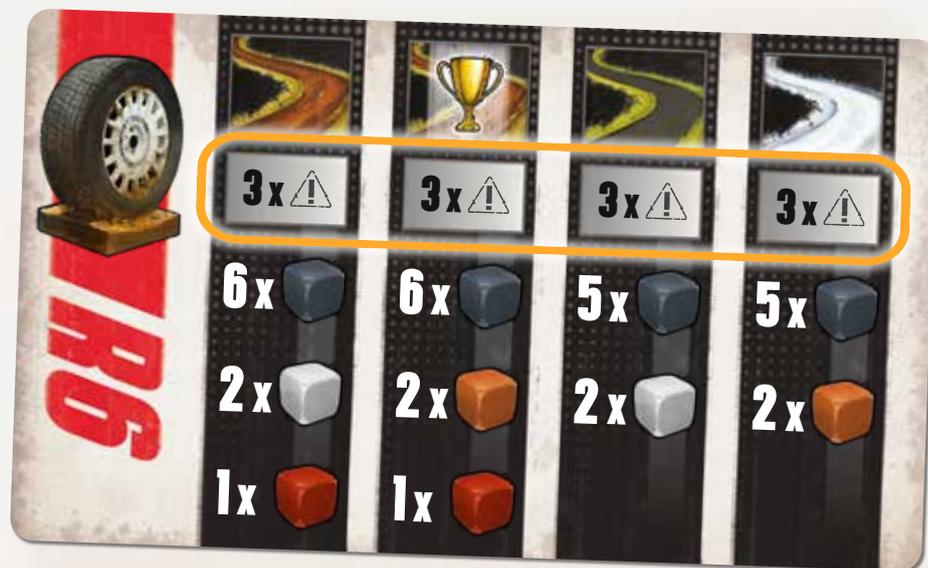
2. GOING FLAT OUT!

This is a risky option, but risks are always rewarded in Rallyman: DIRT! Rolling all your dice at once means that you're taking a calculated risk, but it also means you'll be able to generate Second tokens, which can be very helpful later on in the race.

If you're feeling lucky, you can choose to roll your dice all at once! This is called going Flat Out.

To go Flat Out, a player lays out their trajectory as normal. They then mark the space where their movement is supposed to end with a pile of Second tokens of a value equal to the number of Gear and Coast dice that they are about to roll.

Then, the player takes all of the dice they planned to use and rolls them all at once.



Once they've made their roll, they check their results. If the player rolls less than the ⚠ limit shown on their Dashboard, they've made it! The player moves their car to the space marked with their Second Tokens. They take those tokens and then their movement ends.

If the player rolls equal to or more than the limit of ⚠ shown on their Dashboard they suffer a Loss of Control!

Before resolving the Loss of Control, the player must first take all of the dice they rolled (without modifying their results) and lay them back out on the track as if they were planning a normal move. They do not have to follow the same path as they originally planned, or use all of their original dice, as long as enough are placed to cause a Loss of Control.

They may also decide to place their dice so that the Loss of control occurs due to a Speed Limitation or other track element.

Whatever the case, a Loss of Control MUST occur through the placement of the dice.

All dice placed this way must follow the normal rules.

This allows the player some choice as to where and at what speed they will resolve their Loss of Control (See page XX).



Example: After planning his trajectory, Gareth decides to make a Flat Out roll! Sadly, he suffers a loss of control. In his current configuration he would resolve his Loss of Control on a Dangerous tile (red signpost) which would cause significant damage to his car.



Instead, he rearranges his dice and uses a different path (the Slide spaces) so that his Loss of Control is resolved on the Safe (Yellow Signpost) tile and at a lower speed (4 instead of 5).



He could also provoke a similar result by rearranging his dice to exceed the speed limit on the corner.

However, even if your Flat Out move is not successful, you still take your Second tokens!

Second Tokens

Second tokens represent the seconds you gain thanks to your peerless driving! These can be collected during a race when performing risky Flat Out moves. They can then be spent to ensure the success of even the most dangerous manoeuvre later on or to shave time off of your final score for the Stage!

You gain one Second token for each black or white die used in your Flat Out roll (even those that rolled a sign). Second tokens are taken from the piles placed around the tabletop and are available in increments of 1, 3 and 5 seconds.

Red Brake dice do not generate any Second tokens.

Going Flat Out is the only way to gain Second tokens.

USING SECOND TOKENS

One of the uses of Second tokens is to allow you to "secure" your dice. This means that you don't have to roll them and, therefore, can avoid any possible results.

A player may only use Seconds to secure their dice when rolling them one by one, not during a Flat Out move.

Players may use Seconds to secure a die at any time before it is rolled. Once rolled, a die may never be modified.

Generally, it's a good idea to Secure dice when you've already rolled a dangerous amount of during your turn, to avoid suffering a Loss of Control.

A player can secure as many dice as they like during their turn, as long as they can pay for them:

- The first die each turn costs one Second to secure.
- The second die costs two Seconds to secure.
- The third die costs three Seconds to secure.
- And so on...

When securing a die, a player must discard the required number of Second tokens back to one of the piles located on the tabletop before removing the dice from the track. They may then continue on with their turn, rolling or securing their dice as they see fit.

You cannot spend Seconds to ignore track effects or a Loss of Control.



Players may use Seconds to secure a dice roll involving Brake dice. However, you must secure all of the dice that are part of that roll. If the player does not have enough Seconds, they may not secure that roll.



Jonathan wants to secure his dice as he goes round a corner. Securing 3 dice costs him 6 seconds (1+2+3). If he had already secured other dice during his turn, it would cost him even more!

End of the turn

A player's turn ends when:

- They have finished their move action
- They are blocked
- They suffer a Loss of Control

If a player has finished their movement or is blocked

The player takes a Time card corresponding to their current Gear (the last Gear die they rolled) and places it in front of them.

Time cards dictate how many seconds you add to your overall time in Rallyman: DIRT. The higher the Gear, the lower the number of seconds added to your time!

Keep each of your Time cards in a pile next to your Dashboard, you'll be adding them up at the end of the Stage to determine your final time.

Additionally, the top card of the pile indicates the Gear you are in between your turns for the purposes of effects such as overtaking and it also indicates which Gear you will start your next turn in.

If a player suffers a Loss of Control

The player takes a Time card corresponding to the Gear they were in when they suffered the Loss of Control from the top of the deck, flipping it over to the side showing "0" and placing it in front of them.

A Loss of Control adds more time to your total than even the lowest of Gears and means that you'll have to drive even harder to make up for the lost time.

In addition, on the side of the card at the top of the black strip there will be one of two icons:

SPINOUT

Leave the car on the track in its current space. Even though it has suffered a Loss of Control, the car still counts as being on the track. Spinning out still loses you a lot of time but doesn't cause any Damage.



Example: Joelle suffers a Loss of Control but draws a spinout card! Whilst she still loses time, she suffers no damage and her car stays on the track.

CRASH

Place the car to the side of the track, adjacent to the space where the Loss of Control occurred. The car does not count as being on the track for the purposes of impeding other cars.

At the start of the player's next turn, place the car back on the track in the space where the Loss of Control occurred and continue play as normal.



Below the icon will also be shown the damage your car will suffer from the crash based on the Danger level of the tile the Loss of Control occurred on.

The Danger level of each tile is indicated by the colour of the signpost at each end of the track.



For each black mark next to the corresponding signpost on the Time card, draw one Damage token from the bag and place it on your Dashboard.



Example: Joelle suffers a Loss of Control in fourth gear. She flips over her timecard which indicates a Crash. Her car is placed to the side of the track and then, after consulting the danger level of the tile, she has to draw the maximum of 3 damage tokens.

ORDER OF PLAY FOR CARS NOT ON THE TRACK

Even though they may not be physically present on the track, the space where a car left the track (the zone the car is placed adjacent to) counts as that driver's position when determining the turn order at the start of a round.

Should a car that is off the track be the same distance along the track as another car, the car that is on the track goes first.

If you flip over a card with SISU written on it then your driving skills have allowed you to turn the situation to your advantage! Place your car as if you'd suffered a spinout but you suffer no damage to your car and lose very little time!



Damage Tokens

Damage tokens represent a variety of consequences that may befall you should your luck run out!

When drawing a Damage token, it is placed on your Dashboard.



GEAR DAMAGE

The number of Gear dice the player may use each turn (no matter their value) is reduced by one for each of these tokens present on their Dashboard.



BRAKE DAMAGE

The number of Brake dice the player may use each turn is reduced by one for each of these tokens present on their Dashboard.



COAST DAMAGE

The number of Coast dice the player may use each turn is reduced by one for each of these tokens present on their Dashboard.

These tokens may reduce the availability of dice to a minimum of 0. Any further tokens that would reduce this further are still kept even if they have no further effect.



Example: Andrew starts his turn with a Gear Damage token and a Brake Damage token. During his turn he'll only be able to use five Gear dice (no matter their value) he won't be able to use his Brake die!



GREEN FLAG

If a Green Flag is drawn, you got lucky! Green Flags have no effect.

THE SPARE TIRE

Each car carries one spare tire that the player can use to repair a busted tire and get one of their dice back!

At the end of their movement, if they are in 1st Gear, a player can declare that they are going to perform a tire change. They take their car and place it to the side of the track adjacent to the space where they ended their movement. They then take their Spare Tire card and flip it to the "0" gear side and places it in front of them on top of their other Time cards to show the time they lost changing the tire. This is your Time card for the turn. Finally, they take one of the Coast die Damage tokens from their dashboard and place it back into the damage bag.

At the start of the player's next turn, they place their car back on the track in the space where they ended their movement and play as normal.

A Spare Tire card may only be used once and is not replaced until a player has access to Assistance (see page X)



Once a player's turn has ended, play passes to the next player for this round. Once all players have had their turn in a round, a new round begins. The order of play is determined as before and players take their turns.

This continues until all players have crossed the Stage's finish line.

Ending the Stage

A Stage ends once all players have crossed the finish line.

When crossing the finish line, a player's final Time card is taken depending on the Gear they are in on the space immediately after the finish line. Any other dice placed after that space are not taken into account for your Time card and do not generate seconds in the case of a Flat Out roll.

In the event of a Loss of Control being suffered on the turn a player should cross the finish line, as long as the Loss of Control is resolved in a space after the finish line, that player still counts as having finished. They take the Time card as described above and count the number of seconds shown for that Gear.

If this is a one off Stage the player takes no damage. If this race is part of a Rally (see below) then the player takes the damage shown on the back of the card as per the normal rules but still counts the time shown on the front.

Once a player has completed a stage, they calculate their final time. To do this, they simply add the number of seconds shown on each Time card they collected during the stage together before subtracting their remaining Second tokens from it to achieve their final time.

The player with the lowest time wins the Stage!



RALLY 2 - RETIRING FROM THE STAGE

If a player starts their turn unable to use any Gear dice due to damage then they must retire from the Stage. Remove their car from the track and they count as having finished the race 1 minute slower than the last player to cross the finish line. Before the next Stage they may remove all Damage counters and replenish their Spare Tire card exactly as if they had access to Assistance (see below).

Continuing the Rally!

A game of *Rallyman: DIRT* doesn't have to stop after a single track however. You can count it as just one of the Stages in your own rally event!

As mentioned at the start of this rulebook, a rally is normally composed of multiple stages. Playing out not just a single stage but a full competition will push your *Rallyman: DIRT* experience to the limit as, over the course of multiple stages, each choice and each move you make can have a big effect on your drive for the podium!

A bad score on one Stage can be compensated by a particularly good time on the next one. Risks that you would normally take without hesitation in the context of a one-off race become much more debatable when damage to your car can have a lingering effect on you!

The number of stages and the tracks you use is completely up to you and your imagination! You'll find some examples of rallies at the end of this rulebook.

If you're ready to roll, here's some additional steps you'll need to perform between each Stage.

At the end of the Stage

REGISTER TIMES

Each player fills out their time on the Rally sheet, entering their name (or driver's name or team's name) and the time for the stage they just played.

| | | |
|-------------------|---|---|
| | Kayla | |
| STAGE 1 | 2:55 | : |
| DAMAGE | B/...W/...R/...SC | ...B/...W/...R/...SC |
| SPARE TIME | <input type="checkbox"/> Y <input type="checkbox"/> N | <input type="checkbox"/> Y <input type="checkbox"/> N |
| STAGE 2 | : | : |
| DAMAGE | B/...W/...R/...SC | ...B/...W/...R/...SC |

This sheet is available to photocopy at the end of this book or can be downloaded from our website.

At the end of future stages, players can add the time from the current stage to those they completed previously in order to see their current overall time. When compared to the other players in the competition, this allows you to track which player has the lowest overall time and is therefore at the top of the leaderboard!

ASSISTANCE

Pit stops are not possible during a Special stage. In fact, they're only available after certain stages. These are the only times you'll be able to make repairs to your car!

If the stage you're currently playing on contains the Assistance tile in its design, then you'll be able to repair your car at the end of the stage.

| | | |
|-------------------|--|---|
| | Kayla | |
| STAGE 1 | 2:55 | : |
| DAMAGE | B/1W/R/SC | B/W/R/SC |
| SPARE TIME | <input checked="" type="checkbox"/> Y <input type="checkbox"/> N | <input type="checkbox"/> Y <input type="checkbox"/> N |
| STAGE 2 | : | : |
| DAMAGE | B/W/R/SC | B/W/R/SC |

If players have access to Assistance at the end of a stage then they take all of the tokens on their Dashboards and return them to the Damage bag.

If players do not have access to the Assistance at the end of a stage, they must note the number of Gear/Coast/Brake Damage tokens and Flat Tire (Shortcut) tokens they have on their Dashboards. They then return all the tokens on their Dashboards to the damage bag.

| | | |
|---------------------|--|---|
| | Kayla | |
| STAGE 1 | 2:55 | : |
| DAMAGE | B/1W/R/SC | B/W/R/SC |
| SPARE TIME | <input checked="" type="checkbox"/> Y <input type="checkbox"/> N | <input type="checkbox"/> Y <input type="checkbox"/> N |
| STAGE 2 | : | : |
| DAMAGE | B/W/R/SC | B/W/R/SC |
| SPARE TIME | <input type="checkbox"/> Y <input type="checkbox"/> N | <input type="checkbox"/> Y <input type="checkbox"/> N |
| OVERALL TIME | 11 | .. |

If you're planning to play the next stage immediately, you do not need to return your tokens to the bag.

The Spare Tire

REPLACING A SPARE TIRE

If you have used your Spare Tire on a previous Stage, you may replace it when Assistance is available. Take the card and place it back next to your dashboard. This is the only way to recover your Spare Tire card.

USING A SPARE TIRE BETWEEN STAGES

If you have not used it already, you may use your Spare Tire card in between two stages where you do not have access to Assistance. Performing this action after a Stage does not add any time to the previous or next track.

You may discard your card (you may not use it until after Assistance is next available) and remove a Coast die Damage token from your Dashboard, placing it back in the Damage bag.

After performing Assistance (or not) note on the rally sheet if you have access to your Spare Tire for the next race (Y) or not (N).

Tidying up

TIME CARDS

Once a player has calculated their final time for a Stage, they may return these cards to their respective decks. Time cards are not kept in between stages.

SECOND TOKENS

Players use their Second tokens at the end of a stage to lower their final time. They do not keep them in between stages. Discard any remaining tokens back to the piles on the tabletop.

DAMAGE AND SHORTCUT TOKENS

Return any other Damage or shortcut tokens left out to the Damage bag.

You have now finished the Stage and are ready to move on to the next one!

Performing a rally over multiple gaming sessions

A rally, especially a long one, is perfectly suited to being played over multiple gaming sessions! Once the rally sheet is filled out, it's easy to pack the game up and resume your competition at a later date!

Starting the next Stage

Setup

Setup follow exactly the same steps as described at the start of this rulebook except:

- Players start with any Damage that carried over from the previous Stage as noted on the rally sheet. Players take the relevant tokens from the damage bag and place them on their Dashboards. *Do not take into consideration the symbols on the other side of these tokens.*
- Player's may only take their Spare Tire card if it is available as noted on the rally sheet.
- Player order is not determined at random, rather it is based off the results of the previous stages. The player with the best overall time is the first player. The player with the second best overall time is the second player, and so on.

The Stage may then begin as per the normal rules.

For the start of the Second stage, a player's overall time is their time on the first Stage.

| | | |
|---------------------|--|---|
| | <input checked="" type="checkbox"/> Y <input type="checkbox"/> N | <input type="checkbox"/> Y <input type="checkbox"/> N |
| STAGE 2 | 4:32 | : |
| DAMAGE | B/1W/...R/...SC | B/...W/...R/...SC |
| SPARE TIME | <input checked="" type="checkbox"/> Y <input type="checkbox"/> N | <input type="checkbox"/> Y <input type="checkbox"/> N |
| OVERALL TIME | 7:19 #2 | : # |
| STAGE 3 | : | : |
| DAMAGE | B/...W/...R/...SC | B/...W/...R/...SC |
| SPARE TIME | <input type="checkbox"/> Y <input type="checkbox"/> N | <input type="checkbox"/> Y <input type="checkbox"/> N |

Kayla and her friends are getting ready for the next step of their Rally. The rally sheet shows that she suffered a Gear Damage in the previous stage. She finds a token in the Damage bag with the Gear Damage icon and places it on her dashboard. She then takes her Spare Tire card as she did not use it in the previous stage either.

Finally, Kayla had the second best time in the previous stage so she will start this Stage as the second player.

Crowning the winner!

Once all the Stages in your rally are complete, total up the each player's times for all the Stages.

The player with the fastest time is the winner!

ADVANCED RULES

Flying Start

With Flying Start, you can go straight to 2nd Gear instead of 1st Gear when starting from 0.

When a player starts their turn in Gear 0, they may go straight to their 2nd Gear dice, ignoring the standard rules and skipping 1st Gear.

When the player resolves their move, whether rolling one by one or moving Flat Out, check the result of the 2nd Gear die: if it's a /! player's turn ends immediately. They move forward one space and end their turn in 2nd Gear. They do not suffer a Loss of Control.

If the player was going Flat Out and would have suffered a Loss of Control as well as this effect, the Loss of Control is ignored.

You can perform a Flying start on the starting line or when coming back on from a Loss of Control.

You can secure the 2nd Gear die with Focus tokens.

You cannot choose to perform or cancel a flying start when reorganising your dice following a failed Flat Out move.



Redline

Sometimes what you need isn't finesse or tactics, it's raw power. With the Redline rule, push your engine into the danger zone and tear up the track!

As long as a player's car is in its highest gear, they may choose to continue their movement further by using their Brake dice as if they were Coast Dice.

Brake dice used this way count towards the maximum number of Brake and Gear dice allowed each turn by the player's Dashboard.

The golden rule still applies: Each die may only be used once per turn. Brake dice used to perform a redline move may not be used to brake and vice-versa.

Brake dice used this way do not generate Focus tokens during a Flat Out move.



Checkpoints

In a Rally, the « Score » is a set time in which a team must be present at a checkpoint between two Special Stages. Being late or early for this will incur a time penalty. Teams will sometimes deliberately try to get these penalties so that they can increase their time and not have to go first on the next Stage.

At the end of a Stage in a rally where this special rule is in effect, each player calculates their final time as per the normal rules.

Afterwards however each player chooses a « penalty », secretly taking any number of 5 Second tokens (they can choose to take none) from the reserve (not ones they earned during the Stage). Once all players have taken as many tokens as they wish, everyone reveals the amount of tokens they took at the same time.

Each player then adds the « penalty » they took to their time for that Stage. This will affect overall times and the starting order for the next Stage.

SISU!

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



During step 5 of the Setup phase in the main rulebook, players takes the SISU! token of their colour along with everything else. You may then finish setting up the game as per the normal rules.

Once per Stage, during their turn, a player may discard their SISU token. If they do so then they may ignore any and all /!/ they obtain during that turn. This can be used when rolling one by one or Flat out and may also be used after dice have been rolled. SISU tokens do not prevent a Loss of Control due to exceeding a speed limitation or other track effect.

SISU tokens and Rallies: You may choose to allocate 1 SISU token per Stage or one per Rally. You may even have them come back after an Assistance, just like Spare Tire cards. It's up to you! To keep track of when you've used a token, you can write « SISU! » next to your time on the Rally sheet.

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



RALLYMAN DIRT

RALLY SHEET

| | | | | | | |
|---------------------|---|---|---|---|---|---|
| | | | | | | |
| | | | | | | |
| STAGE 1 |:..... |:..... |:..... |:..... |:..... |:..... |
| DAMAGE | ...B/...W/...R | ...B/...W/...R | ...B/...W/...R | ...B/...W/...R | ...B/...W/...R | ...B/...W/...R |
| SPARE TIME | <input type="checkbox"/> Y <input type="checkbox"/> N |
| STAGE 2 |:..... |:..... |:..... |:..... |:..... |:..... |
| DAMAGE | ...B/...W/...R | ...B/...W/...R | ...B/...W/...R | ...B/...W/...R | ...B/...W/...R | ...B/...W/...R |
| SPARE TIME | <input type="checkbox"/> Y <input type="checkbox"/> N |
| OVERALL TIME |:..... # |:..... # |:..... # |:..... # |:..... # |:..... # |
| STAGE 3 |:..... |:..... |:..... |:..... |:..... |:..... |
| DAMAGE | ...B/...W/...R | ...B/...W/...R | ...B/...W/...R | ...B/...W/...R | ...B/...W/...R | ...B/...W/...R |
| SPARE TIME | <input type="checkbox"/> Y <input type="checkbox"/> N |
| OVERALL TIME |:..... # |:..... # |:..... # |:..... # |:..... # |:..... # |
| FINAL TIME |:..... |:..... |:..... |:..... |:..... |:..... |
| POSITION | #..... | #..... | #..... | #..... | #..... | #..... |

You can photocopy the Rally sheet on this page or download it from the holygrail.games website.

This Rally sheet is in A4/US letter format from the edge of the header image.