RULEBOOK

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1. Game Overview

Classic Rally is the board game that brings the classic and historic cars world to the tabletop. The thrills of classic car rallying, from preparing the car and logistics, to the days on the road competing and assisting the car.

Your goal is to pass by all three different checkpoints and be the quickest to cross the finish line.

This game emulates the features, behaviour, and even problems of real-life classic cars. At the same time, it simulates the main features of road rallies, such as road books, checkpoints, weather changes, hazards, service areas, assistance cars, overtaking on the road, and so on.

Classic Rally is a strategy game with an important component of logistics, where fuel and tyre management play a crucial part on the outcome. Properly understanding the road book and going the right way will be decisive to succeed in this game, as time matters.

Players jointly build the road map, making each game play unique. Each player manages 2 cars (1 **RALLY CAR** and 1 **ASSISTANCE CAR**), having to select the Features of the RALLY CAR and what each one will carry. **Features** (like SPORT SUSPENSION), **Accessories** (like FOG LIGHTS), and **Consumables** (like FUEL), are represented by cards. RALLY CARS are supplied by ASSISTANCE CARS and at SERVICE STATIONS.

RALLY CARS are moved by using FUEL cards, depending on its features and accessories, and are affected by weather conditions and breakdowns. At intersections, **ROAD BOOK** cards are used to choose the way.

Car malfunctions and weather conditions are determined by regular and special dice. When entering a road tile with a **HAZARD** sign, other problems may occur, implying the draft of a HAZARD card, and the enforcement of its consequences.

You may use **JOKER** cards to gain an advantage, or to hinder the progression of your opponents.

Throughout the rally, you must stop at each of the three **CHECK-POINT** tiles to get the corresponding CHECKPOINT tokens. The rally ends when reaching the Finish line with all the three CHECKPOINT tokens.

There is one **RALLY GUIDE** for each player, with a quick reference of the game rules. Check this guide before playing the game for the first time (*see section 9.16*).

Look at the examples on Chapter 8 before playing the game for the first time.

2. Components

- 4 Rally Cars
- 4 Assistance Cars
- 4 Rally Car Boards
- 4 Assistance Car Boards
- 24 Road Tiles
- 8 Feature Cards
- 12 Accessory Cards
- 64 Consumable Cards
- 16 Road Book Cards
- 12 Hazard Cards
- 4 Joker Cards
- 12 Checkpoint Tokens
- 2 Regular Dice
- 1 Special Die
- 1 Stopwatch Card *
- 1 Chrono Hand *
- 4 Rally Guides *
- 1 Setup Guide *
- This Rule Book

* May not be included in prototypes.

Refer to Chapter 9 for images of all the game components.

3. Turn Order (skip this section in solo games)

Start by determining the first player and the turn order, as follows:

- Each player rolls the 2 Regular Dice. Reroll in case of a tie for the highest score.
- The player with the highest total becomes the first player for the entire game.
- Rounds always start with the first player and proceed clockwise.

4. Setup

4.1. Road Map Layout

For your first play, we recommend using the road map configuration shown on page 13 (Example 2), so that you may focus on learning the game.

Optional rule (for advanced players): to make the game more challenging, remove 1 tile with the SERVICE STATION sign. This will reduce assistance options during the game.

When feeling comfortable with the game, players collaboratively lay out the road map by sequentially following these steps:

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1. Set aside the START and FINISH tiles.
2. Shuffle the remaining tiles and form a face-down pile.
3. The first player places the START tile face-up.
4. The next player in clockwise order picks a random tile and places it, respecting these conditions:
    - The road on the tile must continue an existing path.
    - The road on a tile with a CHECKPOINT, SERVICE STATION, or HAZARD sign, cannot be connected to the road on another tile with the same sign.
    - Should there be no valid location to place the tile, you must keep it and skip your tile-placing turn. You will attempt to place it in your next turn.
    - In the rare situation where no player can place a tile, all players return their tiles to the table, face-down, shuffling them with the remaining tiles, before resuming the procedure.
5. Repeat step 4 until all tiles, except the FINISH one, are placed.
6. Then, players jointly decide where to place the FINISH tile, complying with normal placement rules:
    - If players do not reach an agreement, the most voted location will be selected.
    - In case of a tie, each player rolls the 2 Regular Dice. The player with the highest total places the FINISH tile. In case of tie for the highest result, reroll the dice.

4.2. Cards Setup

Select and organize the cards for the number of players:

- Select the cards to be used in the game according to the number of players, as indicated here:

Card deck and type	Number of Players			
	4	3	2	1
Consumable				
• Fuel	56 (all)	42	28	14
• Spare Tyre	8 (all)	6	4	2
Accessory				
• Toolbox	4 (all)	3	2	1
• Rain Tyres	4 (all)	3	2	1
• Fog Lights	4 (all)	3	2	1
Feature				
• Close Ratio	2 (all)	1	1	1
• Sport Suspension	2 (all)	2	1	1
• Power Kit	2 (all)	2	1	1
• Light Weight	2 (all)	1	1	1
Road Book				
• Left	4 (all)	3	2	1
• Right	4 (all)	3	2	1
• Straight Ahead	8 (all)	6	4	2
Hazard	12 (all)			
Joker	4 (all)			

- Return to the box any cards not to be used in the game.
- Separately shuffle the Joker and Hazard decks, placing them face-down.
- Organise the Consumable, Accessory, and Feature cards, grouping them by image in 9 face-up piles.

4.3. Player Setup

During player setup you will get to equip your cars and prepare for the rally. See chapter 6 for card details.

- Each player chooses a different colour and picks the corresponding components:
    - 1 RALLY CAR.
    - 1 ASSISTANCE CAR.
    - 1 RALLY CAR BOARD, with spaces for Feature, Consumable, and Accessory cards.
    - 1 ASSISTANCE CAR BOARD, with spaces for Consumable and Accessory cards.

- ROAD BOOK and JOKER – Each player gets the following Road Book and Joker cards, placing them near their boards, face-down, to conceal their information from other players (You may always check your own cards):
    - 1 TURN LEFT Road Book card.
    - 1 TURN RIGHT Road Book card.
    - 2 STRAIGHT AHEAD Road Book cards.
    - 1 random Joker card. Any remaining Joker cards are returned to the box, unrevealed.

- FEATURES – Chosen Feature cards remain in your RALLY CAR throughout the entire game. Players take turns choosing two Feature cards from the available ones, placing them on the corresponding spaces of their RALLY CAR BOARD, by following these steps:
    1. The last player on turn order selects their first card.
    2. On anti-clockwise order, each other player choses their first card.
    3. The first player selects their second card.
    4. On clockwise order, each other player chooses their second card.

[For the solo mode: Shuffle all Feature cards, face-down, and randomly pick 2. Return the remaining ones to the box, as they will not be used in the game.]

- CONSUMABLE and ACCESSORY – Players simultaneously choose Consumable and Accessory cards from the face up piles, placing them on the corresponding spaces of their boards, complying with these rules:

- The RALLY CAR BOARD can hold a maximum of 6 of these cards, while the ASSISTANCE CAR BOARD can hold a maximum of 8. You may opt not to use full car board capacity, but you cannot pick more cards than the capacity.
- SPARE TYRE - During Setup, you cannot pick more than 2 (you may add more during the game). You can place these in the same car board or one card in each car board.
- ACCESSORY - In this phase, you cannot choose more than one of each of these cards: TOOLBOX, RAIN TYRES, and FOG LIGHTS.
- Any remaining cards are kept face-up on their piles.

- RALLY CARS are all placed on the START tile.

- ASSISTANCE CARS are placed one at a time, starting with the last player in turn order and proceeding anti-clockwise. You cannot place your Assistance Car on:
  - Tiles with a RALLY or an ASSISTANCE CAR.
  - HAZARD, SERVICE STATION, or CHECKPOINT tiles.
  - START and FINISH tiles.

5. Game Play

5.1. Game Flow

- The game is played over a series of Rounds.
- In every Round each player takes a turn in clockwise order. Turn order does not change during the game.
- In your turn, perform these two phases in the indicated order:
  1. **Dice Roll**
     Roll the 3 dice. The results only affect your turn and may restrict your options and affect your RALLY CAR *(see section 5.3)*.
  2. **Movement and Assistance**
     You must move your RALLY CAR, unless there is no valid movement *(see section 5.4)*. You can choose to move your ASSISTANCE CAR *(see section 5.5)*. Cars are moved in any order.
     When both your cars are on the same tile, before or after moving, you can perform an assistance procedure *(see section 5.6)*.
- The game continues until a RALLY CAR enters the FINISH tile, after collecting all three different CHECKPOINT tokens (1, 2, 3), triggering the end of the game (see the next section). This car ended the game and cannot move any further.
- After triggering the end of the game, play proceeds as usual until all players have taken their turn in the current round.

5.2. The Winner

- If only one player has reached the FINISH tile in possession of their three CHECKPOINT tokens (1, 2, 3), that player wins.
- If more than one player has reached the FINISH tile in possession of their three different CHECKPOINT tokens, those players share the victory.
- Continue playing until all RALLY CARS finish the game, to determine the classification of all the players.

5.3. Dice Roll

Determine the weather conditions and RALLY CAR breakdowns, as follows:

- Roll the 3 Dice (2 D6 and the special Weather die). Check their result to determine if, how many, and which Features of your RALLY CAR are disabled for this turn.
- The D6 results simulate breakdowns, as follows:
  - For each rolled 1, disable one Feature card of your choice.
  - For a total of 7, disable LIGHT WEIGHT if you have it (otherwise, nothing happens). When rolling 6+1, disable LIGHT WEIGHT (if you have it) and another Feature (because of the 1).
- The Weather die sets the meteorological conditions for your turn, with effects depending on which accessory cards you have on your RALLY CAR BOARD, as follows:
  - **SUN** (3x): No consequence.
  - **RAIN** (1x): If you don't have RAIN TYRES, you choose and disable one of your Feature cards.
  - **FOG** (1x): If you don't have FOG LIGHTS, you choose and disable one of your Feature cards.
  - **RAIN & FOG** (1x): If you don't have both RAIN TYRES and FOG LIGHTS, disable your 2 Feature cards. If you have only one of them, disable one Feature of your choice. If you have both, RAIN & FOG has no effect.

5.4. Rally Car Movement

5.4.1. Basics

- If you can move your RALLY CAR, you must move it, except if you could overtake another RALLY CAR but don't want to.
- Discard one FUEL card from your RALLY CAR BOARD per each tile you move your RALLY CAR into, placing it on the

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FUEL card pile. A RALLY CAR with no FUEL cards cannot move until refuelled.

- The basic movement is 1 tile. Active features of your RALLY CAR may enable you to move additional tiles. Feature card effects are cumulative. Hazards, Weather conditions, and Breakdowns may disable some or all Features of your RALLY CAR.
- The following active Features allow you to move +1 tile, if you want to, depending on where you start the movement:
    - **LIGHT WEIGHT**: +1 regardless of where you start the movement.
    - **SPORT SUSPENSION**: +1 if you are starting on a curve or at an intersection and turning left or right.
    - **POWER KIT**: +1 if you are starting on a straight or at an intersection and moving straight ahead
- An active **CLOSE RATIO** feature allows you to move +1 tile if you are overtaking (*see section 5.4.3*).
- Remember: to move, you always need to have enough fuel.
- Whenever your RALLY CAR enters a HAZARD, SERVICE STATION, or CHECKPOINT tile, immediately check the effects that apply *(see sections 5.4.5 to 5.4.7)*.
- Whenever your RALLY CAR reaches a dead-end, you end there your movement for this turn *(see section 5.4.4)*.
- Your RALLY CAR can always end the movement on a tile with sign (HAZARD, SERVICE STATION, CHECKPOINT) and at intersections (crossroads and junctions), even if there are already RALLY CARS (with or without FUEL on board) on that tile.
- Your RALLY CAR cannot end the movement on a tile with no sign, except intersections, when there is another RALLY CAR facing the same direction and both cars have FUEL on their RALLY CAR BOARDS (e.g., 2 RALLY CARS, facing the same direction, can stay on a tile with no sign that is not an intersection, if at least one of them is without FUEL on board).

5.4.2. Crossroads and Junctions (Intersections)

Crossroads and junctions are hereafter referred to as intersections. When your RALLY CAR enters an intersection tile, your movement choices are contingent on the ROAD BOOK cards you have:

- No ROAD BOOK cards: you freely choose the way to go.
- One or more ROAD BOOK cards: you must play one of them, complete your action, and remove that card from the game.
    - If you can follow the depicted direction, you must do so and continue your movement as usual.
    - If the played card does not match a valid direction or there is not a new tile in that direction, you end your movement at the intersection tile. If you cannot end your movement at the intersection because of another RALLY CAR *(see section 5.4.1)*, you cannot play that ROAD BOOK card, even when having the CLOSE RATIO Feature.
    - If you cannot use any ROAD BOOK cards, you cannot move your RALLY CAR.

5.4.3. Overtaking

Overtaking enables your RALLY CAR to get ahead of other RALLY CARS in the same direction as your own. You do not use the overtaking action to pass by RALLY CARS without FUEL (in the RALLY CAR BOARD) or RALLY CARS in the opposite direction, nor ASSISTANCE CARS.

- You can always overtake if you have enough FUEL and Feature cards to do so in a single turn and you reach a valid tile at the end of your movement.
- You can also overtake if, at the end of your movement, you are on the same tile with another RALLY CAR with FUEL in the same direction and you have the CLOSE RATIO Feature card, according to the following:
    - CLOSE RATIO has no effect on HAZARD, SERVICE STATION, or CHECKPOINT tiles.
    - Move your RALLY CAR +1 tile.
    - If there is another valid overtaking opportunity on this new tile (another RALLY CAR with FUEL in the same direction), you can overtake again. This may be repeated while the conditions remain valid.
    - Remember: you still must spend one FUEL card (from your RALLY CAR BOARD) per new tile entered by your RALLY CAR.
- You are never forced to overtake. Thus, if there is a RALLY CAR on the next tile ahead of your RALLY CAR and you cannot end your movement there, you may opt to stand still, even when having FUEL and Features enough to overtake (*see Example 8 on page 10*).

5.4.4. U-Turns

Reversing the RALLY CAR changes its orientation by 180 degrees, so it faces the opposite direction. This can only be done in the following situations:

- When reaching a dead-end tile (i.e., with no more adjacent tiles continuing the road). You must end your movement for the turn on that tile and invert the car orientation, so it faces the

opposite direction. In your next turn you can resume movement, following the normal rules.
- At a HAZARD, SERVICE STATION, or CHECKPOINT tile *(see sections 5.4.5 to 5.4.7)*.
- Upon an assistance procedure *(see section 5.6)*.

5.4.5. Hazards

Whenever your RALLY CAR enters a HAZARD tile, and there is no other RALLY CAR on that tile, you must immediately:

- End your movement on that tile.
- Draw the top card from the HAZARD deck and immediately apply its effect.
- When the card effect ends (problem overcome), return the card to the bottom of the HAZARD deck.
- You can change the orientation of your RALLY CAR at a HAZARD tile.

If there is already another RALLY CAR on that tile (with or without FUEL), you can end your movement there, but you don't have to and you do not draw a HAZARD card.

5.4.6. Service Stations

At SERVICE STATION tiles, your RALLY and ASSISTANCE CARS may resupply, as follows:

- Your car must end its movement on the SERVICE STATION tile.
- To resupply, discard and/or get any number of cards (except Features) up to CAR BOARD capacity. Cards are obtained from, and returned to, their respective pile.
- You can change the orientation of your RALLY CAR.

5.4.7. Checkpoints

- To collect a CHECKPOINT token, end your movement on a CHECKPOINT tile, collect the corresponding token (1, 2, 3) of your car's colour, and place it next to your RALLY CAR board.
- You can collect CHECKPOINT tokens in any order of your choice.
- You can change the orientation of your RALLY CAR at a CHECKPOINT tile, even if you do not collect a CHECKPOINT token.

5.5. Assistance Car Movement

- ASSISTANCE CAR movement is always optional.
- Move your ASSISTANCE CAR after or before moving your RALLY CAR.
- Move your ASSISTANCE CAR along the road, one single tile on a direction of your choice. You do not use any cards to move the ASSISTANCE CAR.
- An ASSISTANCE CAR can share a tile with any number of ASSISTANCE and/or RALLY CARS.

5.6. Assistance Procedure

- To use your ASSISTANCE CAR to assist your RALLY CAR, both cars must be on the same tile.
- Assistance may happen at any moment during your turn, before or after moving one or both of your cars.
- To assist, exchange cards between the RALLY CAR BOARD and the ASSISTANCE CAR BOARD. You may move any number of cards, except Features, from the RALLY CAR BOARD to the ASSISTANCE CAR BOARD, the other way around, or both ways.
- You cannot move Feature cards.
- After moving cards, capacity limits for each CAR BOARD must be respected (i.e., there cannot be excess cards in any CAR BOARD).
- If your RALLY CAR has not yet been moved prior to the assistance, you must move it after the assistance, unless it is not possible to do so.
- If your ASSISTANCE CAR has not been moved prior to the assistance, you can move it after the assistance.
- You can change the orientation of your RALLY CAR, before, during or after the assistance.

6. Card Details

6.1. Feature Cards

These cards are not spent. When active, their effect is the following:

- **LIGHT WEIGHT**: Move +1 tile, regardless of where you start the movement.
- **SPORT SUSPENSION**: Move +1 tile, if you are starting on a curve or at an intersection and turning left or right.
- **POWER KIT**: Move +1 tile, if you are starting on a straight or at an intersection and moving straight ahead.
- **CLOSE RATIO**: Move +1 tile, when overtaking *(see section 5.4.3)*.

6.2. Accessory Cards

These cards are not spent.

- **TOOLBOX**: Is used to solve problems caused by HAZARD cards or the SABOTEUR Joker card:
  - TOOLBOX must be in the RALLY CAR BOARD to be used.
  - TOOLBOX can be placed in the RALLY CAR BOARD (from an assistance procedure or at a SERVICE STATION) and used in the same turn. If it is used,

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it may only be discarded or passed onto the ASSISTANCE CAR on your following turn.
    - The repair is considered to have immediate effect, no turn being lost.
    - TOOLBOX is always necessary to solve mechanical issues (except for replacing FLAT TYRES), even when the RALLY CAR is on a SERVICE STATION tile, unless you have a MECHANIC Joker card.
    - Beware! Not having a TOOLBOX may prevent you from advancing because of Hazards. It is therefore wise to avoid them to be hoarded by other players.
- **RAIN TYRES**: prevents a Feature card from being disabled in case of RAIN (on the Weather die).
- **FOG LIGHTS**: prevents a Feature card from being disabled in case of FOG (on the Weather die).

6.3. Consumable Cards

These cards are used by RALLY CARS and are spent after one use, being returned to their respective pile:

- **FUEL**: Allow RALLY CAR movement. One FUEL card from the RALLY CAR BOARD must be spent for each tile you move into.
- **SPARE TYRE**: Repair a FLAT TYRE (caused by the FLAT TYRE Hazard card). After using this card, you can move again. Beware! Not having a SPARE TYRE may prevent you from advancing. It is therefore wise to avoid them to be hoarded by other players.

6.4. Road Book Cards

- **STRAIGHT AHEAD**: Move straight ahead at an intersection.
- **TURN LEFT**: Turn left at an intersection.
- **TURN RIGHT**: Turn right at an intersection.

6.5. Hazard Cards

- **FLAT TYRE**: You can only move your RALLY CAR again after using the SPARE TYRE card.
- **POTHOLE**: If there is a SPORT SUSPENSION card on your RALLY CAR BOARD, that feature becomes inactive, otherwise your RALLY CAR can't move, until repaired by using the TOOLBOX card.
- **AQUAPLANING**: You cannot move your RALLY CAR in your next turn.
- **BRAKES FAILURE**: Your RALLY CAR cannot move until repaired by using the TOOLBOX card.
- **FUEL LEAK**: You discard one FUEL card (if you have any), per round, from your RALLY CAR BOARD, starting in the turn when the FUEL LEAK card is drawn and until the FUEL LEAK is repaired by using the TOOLBOX card. If there is a TOOLBOX on your RALLY CAR BOARD, you lose only 1 FUEL card on the turn the card is drawn, as it is then immediately repaired.
- **POWER FAILURE**: If there is a POWER KIT card on your RALLY CAR BOARD, that feature becomes inactive, otherwise your RALLY CAR cannot move, until repaired by using the TOOLBOX card.
- Any issue caused by a Hazard card can also be repaired by using the MECHANIC Joker card.

6.6. Joker Cards

- You have 1 Joker card which can be used only once per game, at any moment of any of your turns.
- When you use it, immediately apply the card effect, and then remove the card from the game.
- **TRANSPORTER**: Exchange any cards you want between your RALLY CAR and ASSISTANCE CAR boards, when cars are on different tiles.
- **ROBBER**: Take any cards you want (except TOOLBOX) from your opponents' ASSISTANCE CAR BOARDS, placing them on available free spaces of your own ASSISTANCE CAR BOARD. You cannot take more cards than the number of free spaces.
- **SABOTEUR**: Disable all Feature cards from your opponents. They remain disabled until the respective players use a TOOLBOX or MECHANIC card.
- **MECHANIC**: Fix any malfunction or breakdown of your RALLY CAR (including disabled Features and FLAT TYRE), without the need for a TOOLBOX or SPARE TYRE.

7. Option: Chrono Stages

You can use this option to register time differences between players, so they can be used as a score, both for single stage rallies and for multistage rallies. The winner is the player with less points accumulated. You may even extend this to a full rally championship, made of several rallies!

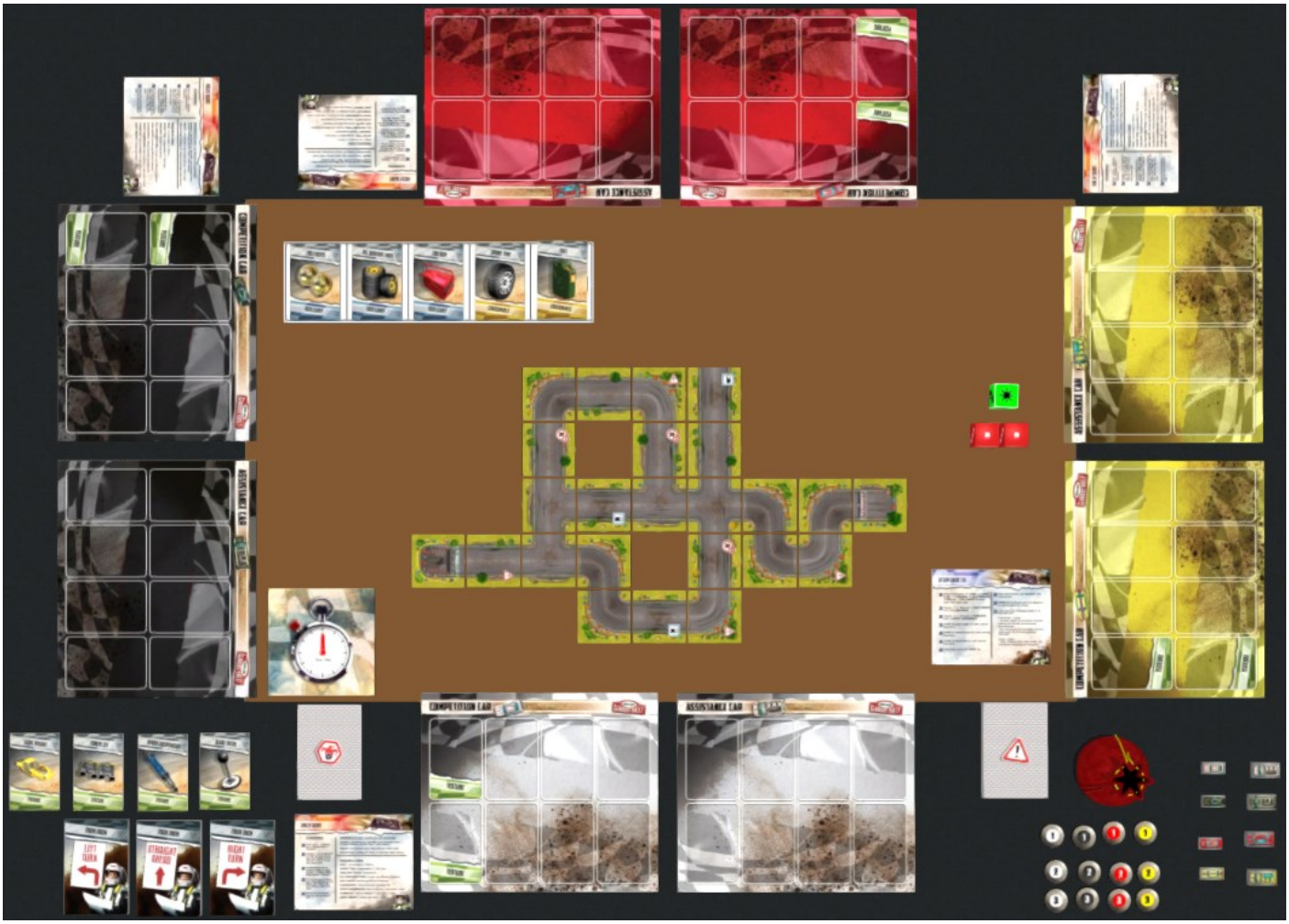
- You use the STOPWATCH card for noting time differences between players.
- The first RALLY CAR to enter the FINISH tile in possession of the three different CHECKPOINT tokens (1, 2, 3) is placed in front of the STOPWATCH HAND Starting position.
- From then on, the STOPWATCH HAND is advanced one tick at the end of each subsequent round.
- RALLY CARS successfully completing their stage are placed in front of the STOPWATCH HAND position at the end of that round.

- After the stage being completed by all players, each player gets the number of points corresponding to the position of their RALLY CARS on the STOPWATCH card. The lower the points, the best is the result.

For the **Solo Mode**:

- After each round, advance the STOPWATCH HAND one tick.
- Your time for completing the rally is the number of ticks indicated by the STOPWATCH HAND.

8. Examples



Example 1 – Overview of all the game components.

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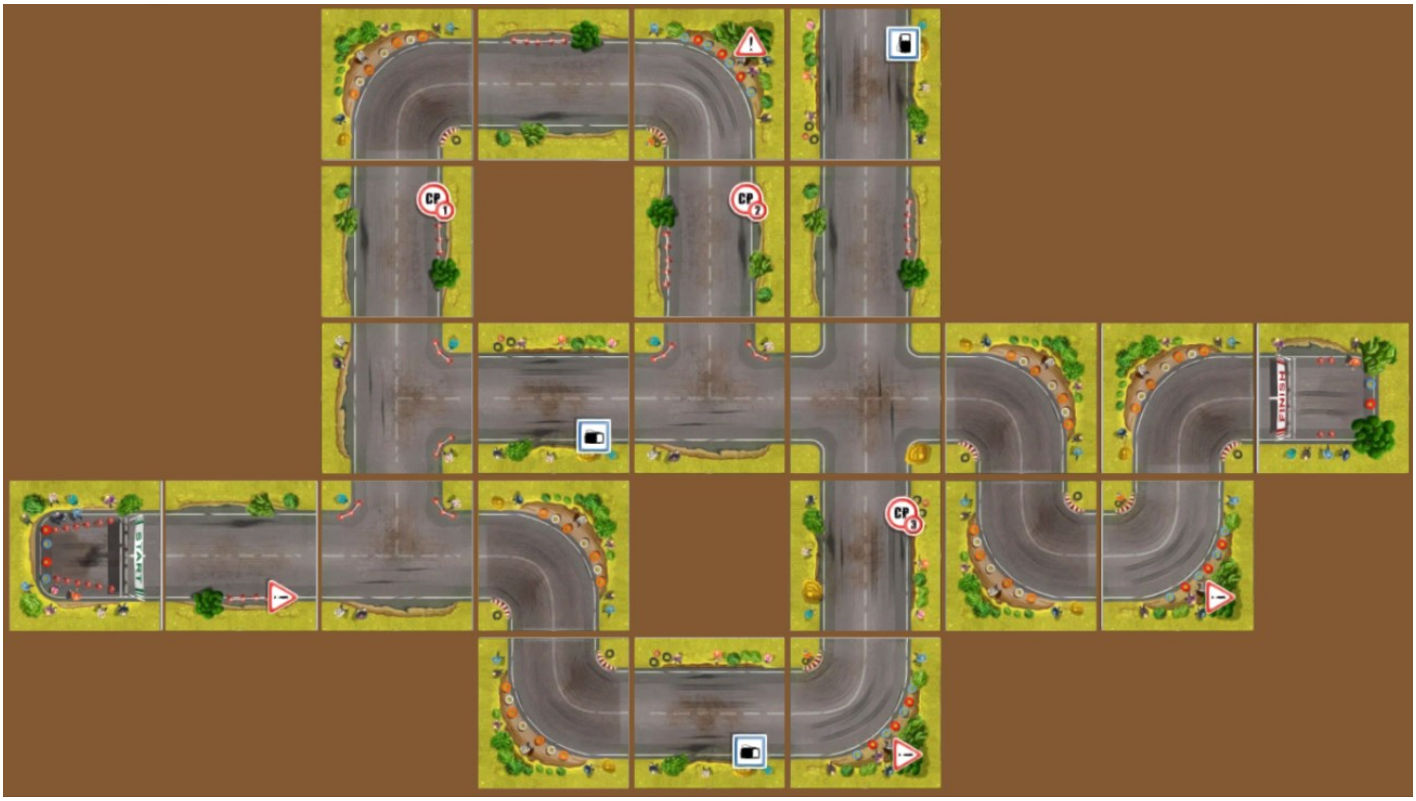

Example 2 – Road map setup layout suggestion for beginners.

Example 3 – Starting on a **Straight** with **POWER KIT** and 2 FUEL.

Example 4 – Starting on a **Curve** with **SPORT SUSPENSION** and 2 FUEL.

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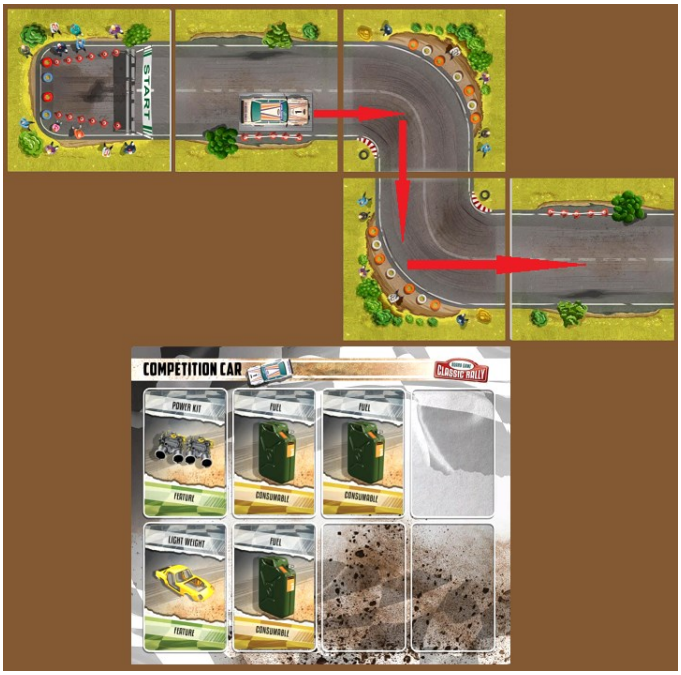
Example 5 – Starting on an **Intersection and going Straight Ahead** with **POWER KIT** and 2 FUEL.

Example 6 – Starting on an **Intersection and Turning** with **SPORT SUSPENSION** and 2 FUEL.



Example 7 – Starting on a **Straight** with **POWER KIT** and **LIGHT WEIGHT** and 3 FUEL – The effect of Feature cards is cumulative, so the car can move 2 more tiles at once (1 because of the POWER KIT and 1 more because of the LIGHT WEIGHT).

Example 8 – **Overtaking** 1 RALLY CAR, with **CLOSE RATIO** and 2 FUEL – In this case, if the red car had FUEL and if the CLOSE RATIO feature was not active, the white car could not overtake the red one, because the basic movement of one tile would end the movement on the same tile as another RALLY CAR with fuel in the same direction. The CLOSE RATIO Feature allows then to move one additional tile in these situations. Cars are never forced to overtake, so in these situations the white car can stand still.

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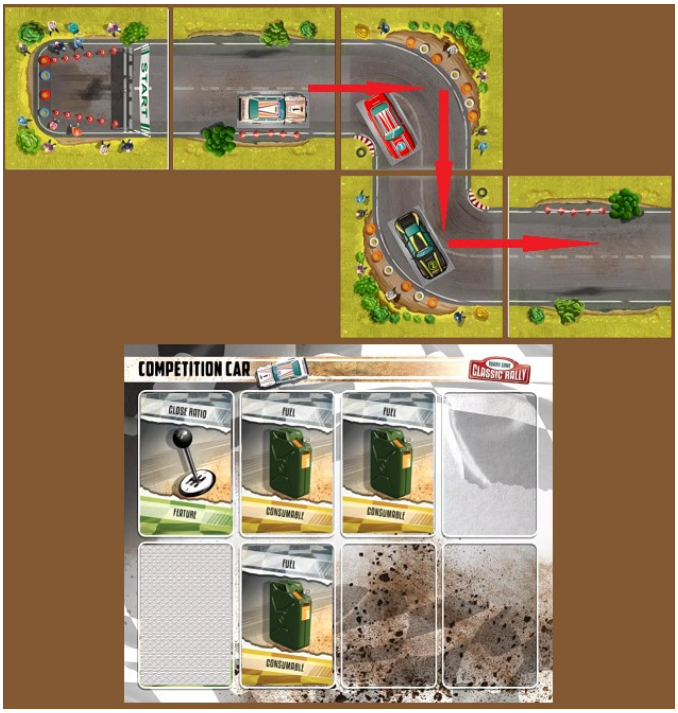

Example 9 – **Overtaking** 2 RALLY CARS, with **CLOSE RATIO** and 3 FUEL – In this case, if the red car and the black car had FUEL and if the CLOSE RATIO feature was not active, the white car could not overtake, because the basic movement of one tile would end the movement on the same tile as another RALLY CAR with fuel in the same direction. The CLOSE RATIO Feature allows then to move one additional tile and repeat while the situation maintains and the car has enough FUEL on board. Cars are never forced to overtake, so in these situations the white car can stand still.

Example 10 – Starting on a **Straight** and **Overtaking** 2 RALLY CARS, with **POWER KIT** and **LIGHT WEIGHT** and 3 FUEL – The effect of the Feature cards are cumulative, so the car can move 2 more tiles at once (1 because of the POWER KIT and 1 more because of the LIGHT WEIGHT), so it can overtake the two cars ahead.

9. Game Components (Reference)

9.1. Rally Cars

9.2. Assistance Cars

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9.3. Rally Car Boards

(4 x: White, Black, Red, Yellow)

9.4. Assistance Car Boards

(4 x: White, Black, Red, Yellow)

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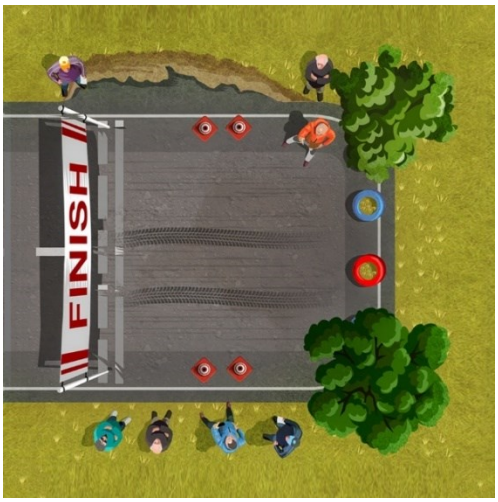
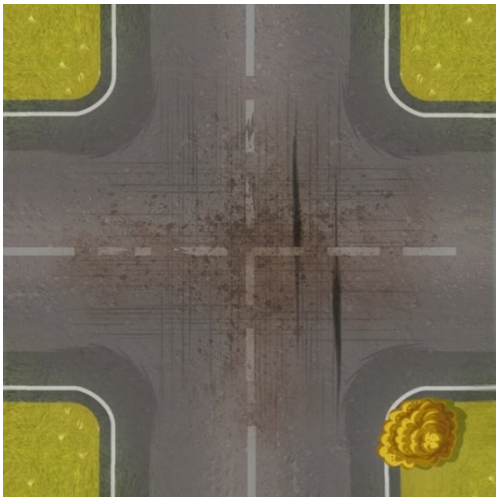
9.5. Road Tiles

(1 x)



(1 x)



(1 x)

(3 x)

(6 x)

(3 x)

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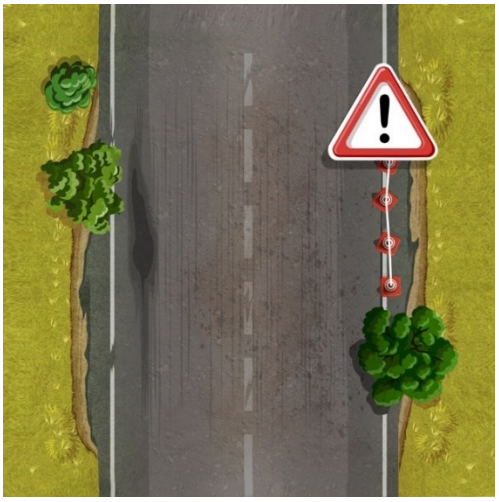

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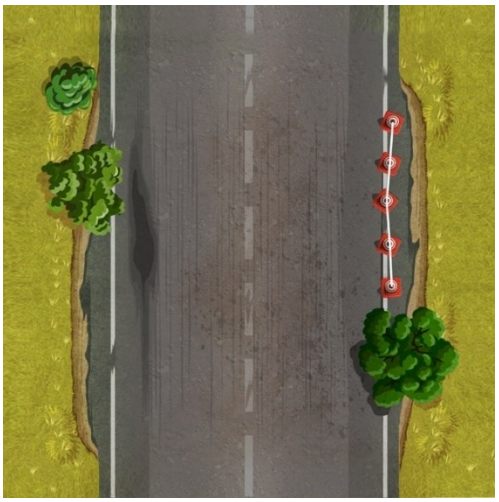
(3 x)



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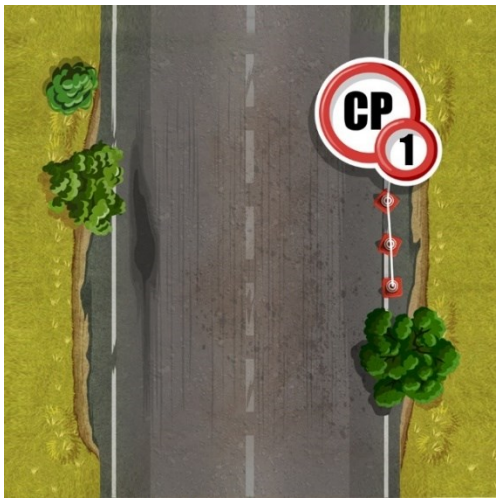

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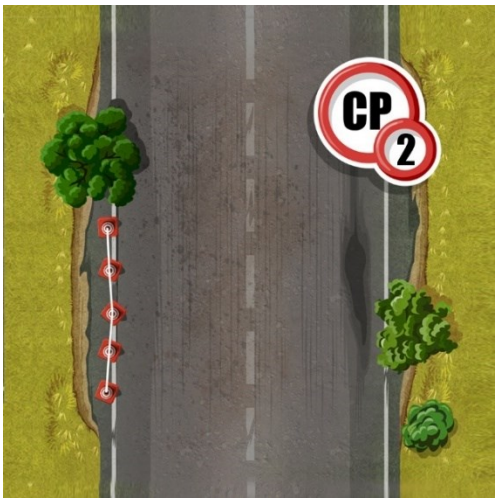

(1 x)

(1 x)

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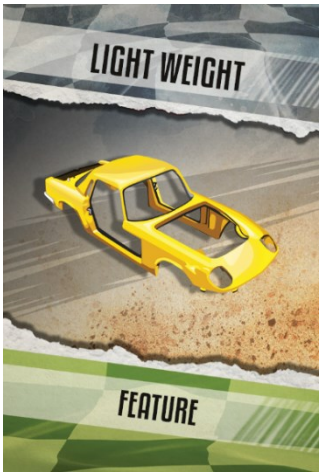
9.6. Feature Cards



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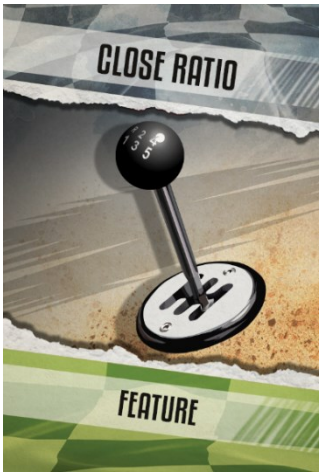
(2 x)

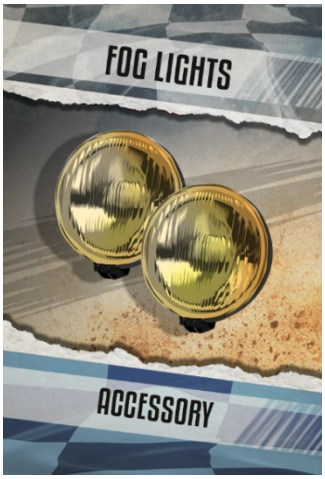


(2 x)

(2 x)

9.7. Accessory Cards

(4 x)



(4 x)

(4 x)

9.8. Consumable Cards

(56 x)

(8 x)

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9.9. Road Book Cards

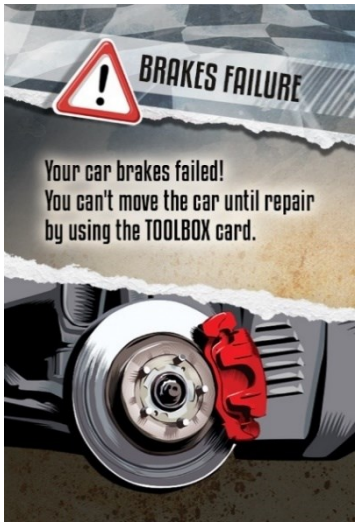
(4 x)

(8 x)

(4 x)

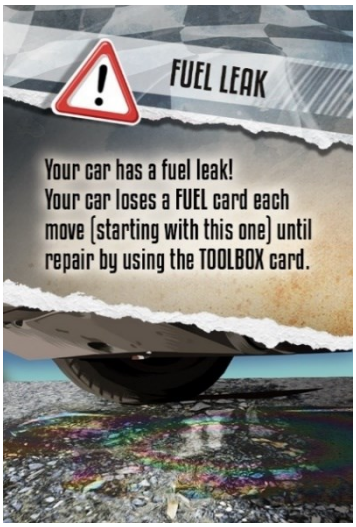
9.10. Hazard Cards

(1 x)



(1 x)

(4 x)



(2 x)

(2 x)

(2 x)

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9.11. Joker Cards

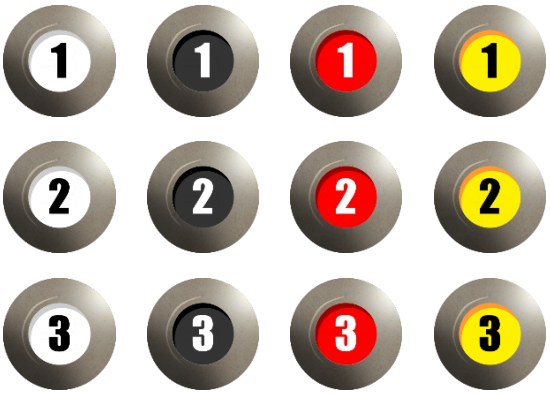
(1 x)

(1 x)

(1 x)

(1 x)

9.12. Checkpoint Tokens



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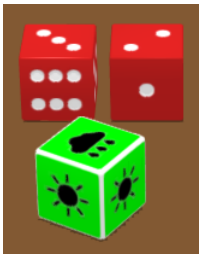
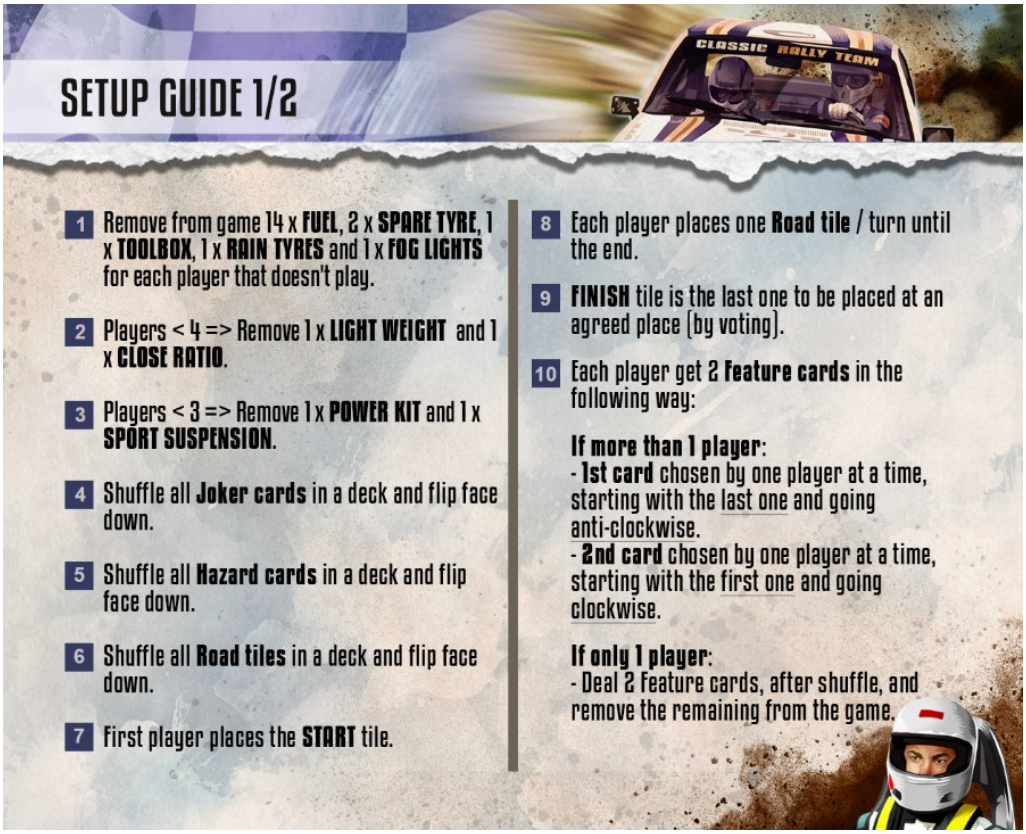
9.13. Dice



9.14. Stopwatch Card and Hand

9.15. Setup Guide



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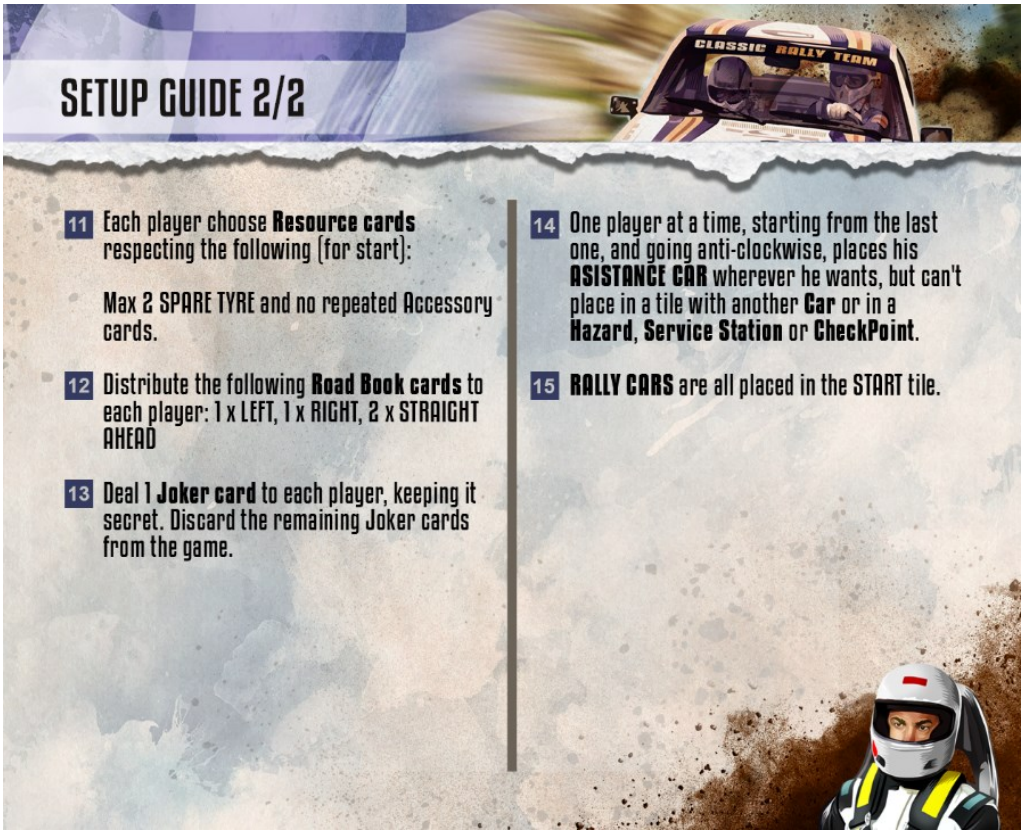
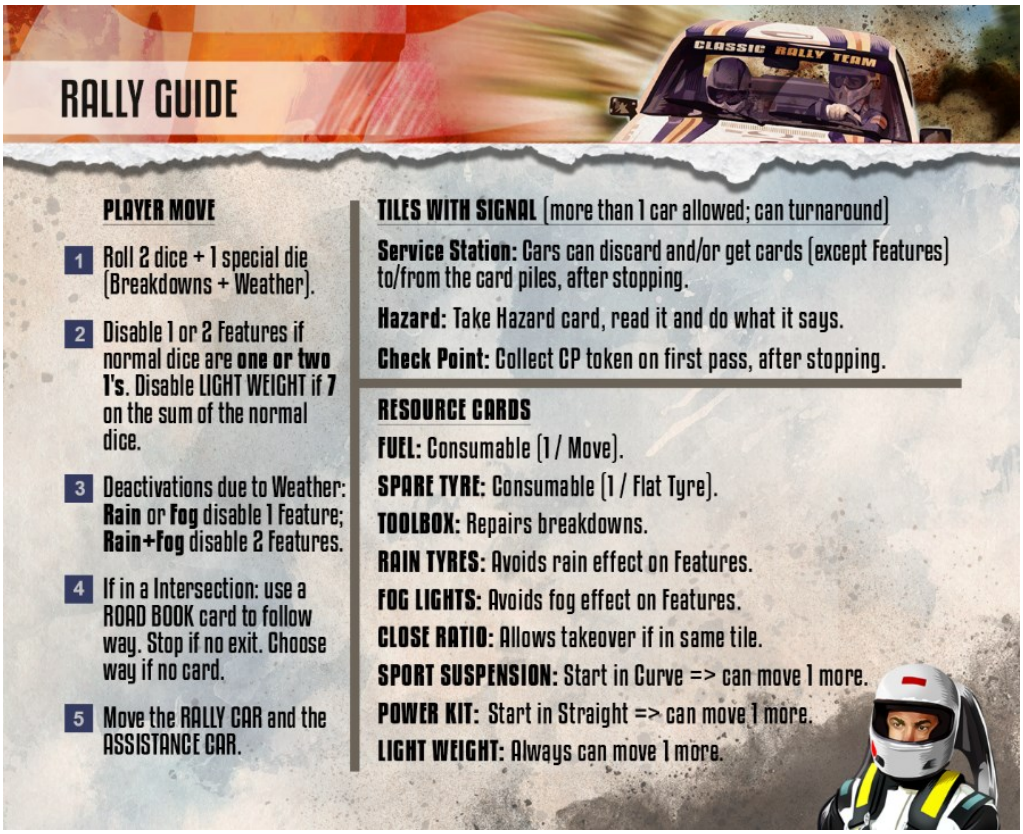


9.16. Rally Guide



10. Credits

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Thank you very much!

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