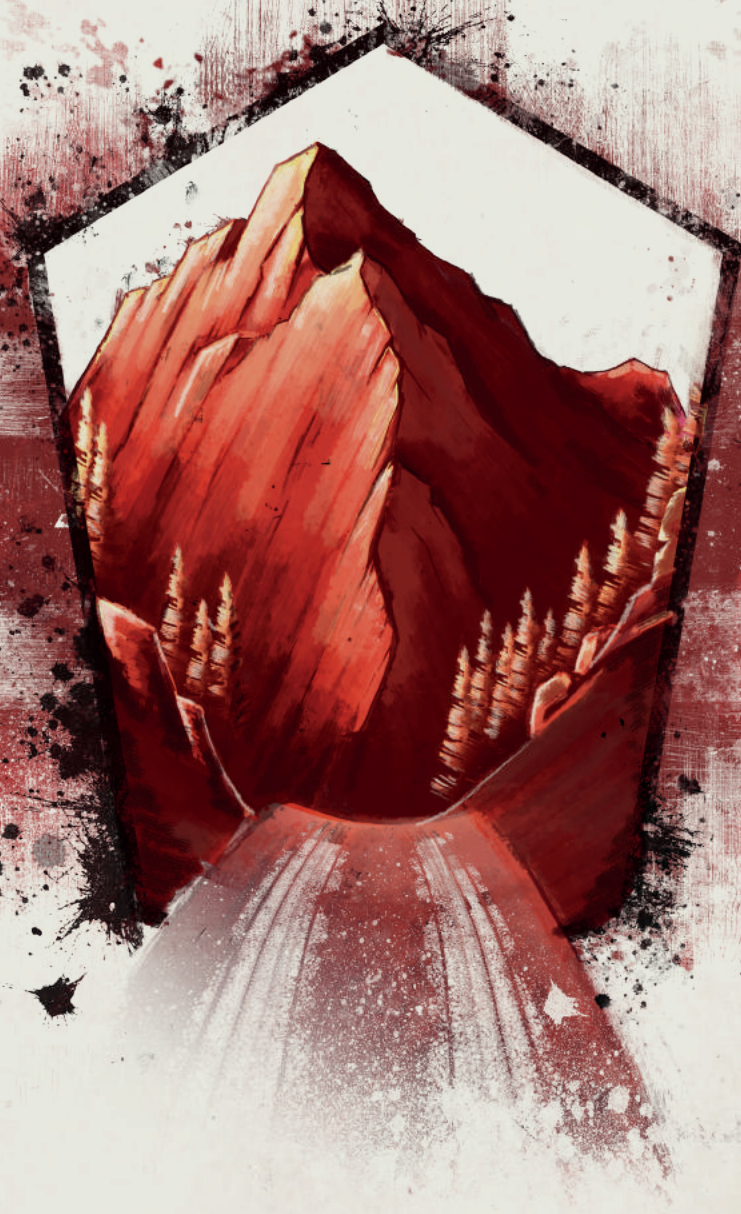


RALLYMAN DIRT



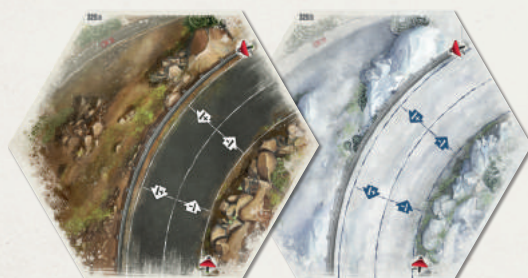
THE CLIMB

Before you lies one of the toughest categories of motorsports imaginable: the hillclimb. Not only will you have to navigate the signature twists and bumps of a normal stage but you'll also have to manage steep climbs and sudden slopes! Don't worry though, you've got just the car for the job...

The Climb expansion brings you an unprecedented amount of customization for your games with the Unlimited category. You'll be able to design your own Dashboard layouts and make the perfect car for every situation! What better to test such beasts on than the brand new Climb tiles too? On these you'll have to make sure you have enough in the tank when planning your moves to push up their steep inclines...or control your speed on your way back down!

COMPONENTS

4 double-sided Climb tiles



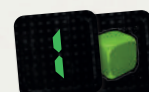
6 double thickness Dashboards



150 Dashboard tokens



18 Track type or Weather



72 Gear or Boost/Brake/Coast



42 Coast/Brake/Boost



12 Sisus

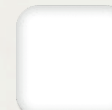


6 Puncture proof tire

5 Dice



x 2



x 1



x 1



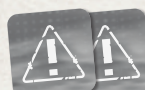
x 1



18 Try tokens



9 Oxygen tokens



9 Cloud/Fog tokens



6 Climb tokens

30 SET-UP tokens



24 Die restriction or blank



6 R or GT

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

RULES

The Unlimited Dashboards

Unlimited Dashboards allow you to create a car perfectly tailored to your play style and/or the Hillclimb you're about to face!

These Dashboards replace the standard card Dashboards and do not have a specific vehicle model associated with them. You can use whichever one you'd like!

Once you have your Dashboard and car model of your choice, it's time to start kitting it out!

Each board has 17 tokens slots. You'll be slotting dice and effect tokens into most of these except for those needed for Track Type tokens.



The Unlimited Dashboards were designed to be used when racing a Hillclimb event but we've also provided you with the necessary elements to use them in your standard rally and circuit races! See "SET-UP" in the advanced rules section for more details.

Setting your Track Type tokens

When designing your custom vehicle, the exact number of slots you'll have available to add dice and other special effects depends on how many types of Track you'll be racing on. The more diverse the Track types you face, the more basic systems you'll have to add to your design in order to make sure it can handle the rigours of the race to come. This is represented by the Track Type tokens. Just like with standard Dashboards however, your creation will always favour

certain Track types over others indicated by how these tokens are placed. For more details on Track types, see page 10.

Take a token for each Track type (Gravel, Asphalt and Snow) present on the stage you're about to race. Place the token corresponding to the Terrain you want your car to perform best on into the top right hand slot of the board. If there is a second Track Type token place it to the left of the first one. If there is a third Track Type token it is placed in the leftmost space of the top row. If the stage only contains one or two Track types, you will have empty spaces in this row which you can use for other tokens as described below.

A car that only needs to worry about one Track type will therefore be more powerful to those that need to adapt to multiple surfaces.

When on the Track type shown on one of the tokens, you can use all the dice and/or abilities of the tokens that are in its column and to the left of it as indicated by the coloured lines attached to each slot.

When you're on the Track type shown on the rightmost token, you'll have full access to your board. When you're on the Track type shown in the middle, you won't have access to the slots/tokens under the first Track Type token and when on the Track type shown on the left, you won't have access to the 4 slots/tokens under the other two Track Type tokens.



Any slots, including those in the top row, that don't contain a Track Type token can be used to outfit your car!

Creating your Dashboard

Once you have placed your Track Type tokens you can fill up the remaining slots with the tokens of your choice! Each token placed into your Dashboard represents either a dice you'll be able to use during your turn or some other form of bonus.

Most of these you'll already be familiar with. They work exactly as described in the main Rallyman:DIRT Rulebook.



Gear dice



Brake die



Coast die - Note that even though only the Coast die is shown here, they are still replaced by Leader dice for the first player each round whilst driving on a Gravel Track tile as per the normal rules.



Danger limit - There are no ⚠️ limit tiles. Instead, if you leave a slot empty then it counts as increasing your ⚠️ limit by 1. This is in addition to the ⚠️ that is printed on each Dashboard, giving each car a minimum ⚠️ Limit of 1.

There are also a few new additions:



Boost die - The Boost die combined with a Gear die allows you to move forward one space whilst increasing your speed by 2 (instead of one). To do so, play the Boost die along with a Gear die that is 2 gears above your current speed.

Just like with the Brake dice, it is possible to use focus tokens to secure a Boost roll. However, the player must secure both dice (the Gear die and the Boost die). If they do not have enough focus tokens, they may not secure the roll. Boost die may not be combined with a Flying Start (see main rulebook).



Puncture Proof Tires - If you would draw a Coast damage tile from the Damage bag as a result of taking a shortcut, you may discard that tile back into the bag and ignore its effects.



SISU! - During their turn, a player may flip this token over to its « X » side. If they do so, they may cancel any and all ⚠️ they have or will roll this turn. You may use this effect when suffering a Loss of Control to ignore its effects as long as it was caused by obtaining too many ⚠️ and not a Track element or other effect. This ability may only be used once per rally, per token and has no additional effect after. However, players may decide to have this ability reset at the start of each stage or at intervals of their choice. This is encouraged in the case of long rallies or to help out new players.

When building your dashboard you can do as you please in order to create the perfect car for the race ahead. The standard rules from the main rulebook still apply to Unlimited cars so you're probably going to want at least a few gear dice in succession unless you have something more interesting in mind! Aside from that, you can make as simple or complex a contraption as you like.



This is an example of a simple build. It uses all the dice you have access to on normal R6 cars plus an extra Brake die for more maneuverability. It loses a bit of speed and utility as it hits track types it's less comfortable on although it remains extremely stable with a limit of 5⚠️ all the time, so you can always roll plenty of dice. A good build for beginners or for those who like to keep things simple but effective.



This is a much more technical vehicle. First of all you'll notice it doesn't have a Gear 1 token. That's because this car doesn't « do » 1st gear, it does Flying Starts! It doesn't have a Gear 6 either but it doesn't care because even though it can't reach that top speed it compensates by being able to maintain 5th gear pretty reliably. It does this by juggling between its Boost and Brake dice to navigate corners as well as using its puncture proof tires to capitalise on shortcuts. There's some decent grip most of the time too but it can drop dangerously low on some types of Track. That's why it keeps a SISU!! token handy for those tricky situations! This is definitely a setup for those more familiar with the game's intricacies but is extremely fun to pilot!

Damage



Damage tokens apply to Unlimited Dashboards and reduce the amount of dice available to a player as per the normal rules. However, if you draw a damage token indicating a type of die not present on your Dashboard, place it back into the damage bag and draw another one to replace it.

EXPANDING YOUR OPTIONS - EXTRA DICE

With just the dice in the Rallyman Core box and this expansion you already have a lot of options available to you. However, you may have noticed that there are a lot more tokens in this set than dice you can use. Should you have extra dice from other Rallyman products, you can absolutely use them to get even more creative with your Unlimited builds! You can even include multiple Gear dice of the same value which can give you more options for both corners and Climb tiles!

Climb tiles

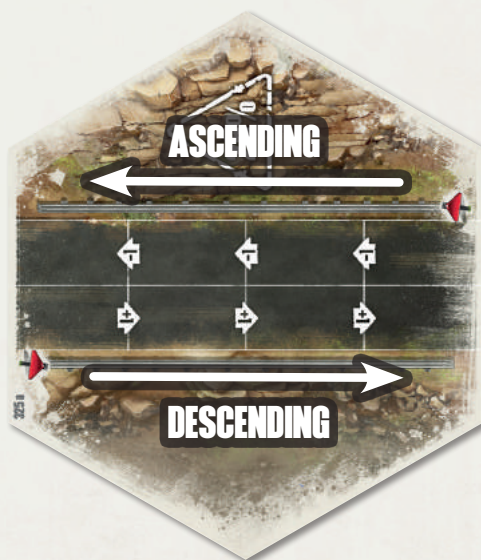
These are a new type of Track tile that come with their own special rules meant to simulate a steep section of road. Whether you're trying to go up or down them, you'll need to make sure you're prepared to tackle them during your turn!

Climb tiles were designed to be used when racing a Hillclimb event but you can absolutely include them, using the same rules, in your normal rally and circuit races!

Climb tiles can be identified by the +1 and -1 arrows on the lines between different spaces on the tile. These arrows also indicate the direction of the slope.

When moving in the direction of the -1 arrows you'll be ascending the hill.

When moving in the direction of the +1 arrows you'll be descending the hill.



If you cross one of these lines during a move (even diagonally) then you will be subject to the special rules below.

Even though the arrows are opposite sides of the track from one another, they only serve to indicate the direction of the slope. You may ascend or descend a Climb tile via any lane. The edge of the tile does not count as part of the ascent or descent.

These rules take precedence over the core rulebook for dice placement, including for the first die placed each turn.

Ascending

When ascending from one space to another, you must place the Gear die that's one Gear lower than your current speed.



Descending

When descending from one space to another, you must place the Gear die that's one Gear higher than your current speed.



BRAKING, BOOSTING AND COASTING ON CLIMB TILES



You cannot use Brake, Boost or Coast dice normally when ascending or descending. Due to the steep nature of the road you'll end up stalling your engine or worse!

However, by combining these dice you can gain some measure of control which allows you to move as if you were using a Coast die on a normal space.

ASCENDING



You may place a Coast dice along with a Boost die in order to move forward one space whilst maintaining the same speed.



DESCENDING



You may place a Coast dice along with a Brake die in order to move forward one space whilst maintaining the same speed.



When resolving either of these moves each pair of dice must be rolled together. You may use Second tokens to secure the roll but both dice must be secured together. If the player does not have enough Seconds to secure both dice, they may not secure the roll.

Whether ascending or descending, if you cannot place the necessary dice then you are considered Blocked and your turn ends.

If the first space you would move into during your turn would be an Ascent/Descent and you are unable to place any dice as described above, you may move your car one space forward without changing Gear and following the normal movement rules. Your turn then ends as if you were blocked.

Hillclimbing

Hillclimbing brings the Unlimited category and Climb tiles together into an exciting new form racing where Drivers compete for the best time on tracks featuring steep inclines, sharp turns and very few safety barriers at high altitudes, making them some of the most dangerous events in the racing world!

This is a time trial event just like normal rallies but instead of racing across multiple stages you'll be performing the same stage 3 times and trying to fine tune each attempt though both their strategy and car setup in order to get the best overall time!

Setup

Players set up for Hillclimb races just like they would a normal stage but with the following exceptions:

The Stage: When building your Stage you should include at least one Climb tile in its design. You can also find examples of Hillclimb stages at the back of this booklet.

Dashboards: Instead of taking a normal Dashboard, each player takes an Unlimited Dashboard in their color.

Try Tokens: Each player takes the 3 Try tokens of their colour and places them next to their Dashboard.

Unlimited tokens: Prepare the tokens for the Unlimited Dashboards, placing them close to the game area.

Spare Tires: Spare Tire cards are not used in a Hillclimb race.

Don't forget that a big part of *Rallyman* is creating your own tabletop racing experience! If you want to tackle a Hillclimb with normal car categories or do a hillclimb style event but without Climb tiles, you should absolutely do so!

The Game

Starting the race: The first player is determined as per the normal rules. Afterwards, each player fills their Unlimited Dashboard as described previously in this rulebook.

Remember that the goal is to build the perfect car for this stage so players should be sure to examine it carefully as the Track elements, conditions, etc can all have a big influence on how they build their Dashboards.

When they're ready, the first player may begin their turn and the others follow in a staggered start as per the normal rules. Players may modify their Dashboard, including their Track Type tokens, up until the beginning of their first turn. This can be used to better tackle stage conditions and adapt to the progress of the other drivers.

Once a driver enters the stage: a Hillclimb race plays out exactly like a normal rally stage.

When a player crosses the finish line: they use their Time cards and Second tokens to calculate their score as per the normal rules. They note their time (you can use the rally sheet to do this) and flip over their Try 1 token to show that their first attempt is complete. They may now prepare for the second one.



Return any Second tokens to the reserve and place any Damage tokens back into the Damage bag. Additionally players may modify their Unlimited Dashboard. Think you need a boost die in order to gain more speed after a tight corner? Maybe you want to try and optimise your build to make the most of a certain part of the stage? You can change your Unlimited tokens, including the Track Type tokens, around as much as you like between attempts.

Returning to the stage: Players begin their next attempt during the following round where they will always be last in the order of play. They place their car back at the start of the Stage and then play as normal. After this round, they follow the normal rules for order of play.

Only one player may re-enter the stage per round. If there are multiple drivers waiting then the one who finished their previous attempt first takes priority. If, in the case of short games, not all players have entered the stage yet players may only re-enter after all players have started their first attempt.

Shortcut tokens and other such Track modifications are not removed or replaced between attempts. Some corners will become very dirty by the end of a race!

Ending the race: Each player has 3 attempts at the stage. They flip over their Try tokens as they complete each attempt, always following the same rules for between each one. Once all players have finished their final attempt, the player with the fastest single time wins!

Advanced rules

This expansion comes with a series of tokens that you can use to apply different effects to your stages, Hillclimb or otherwise!

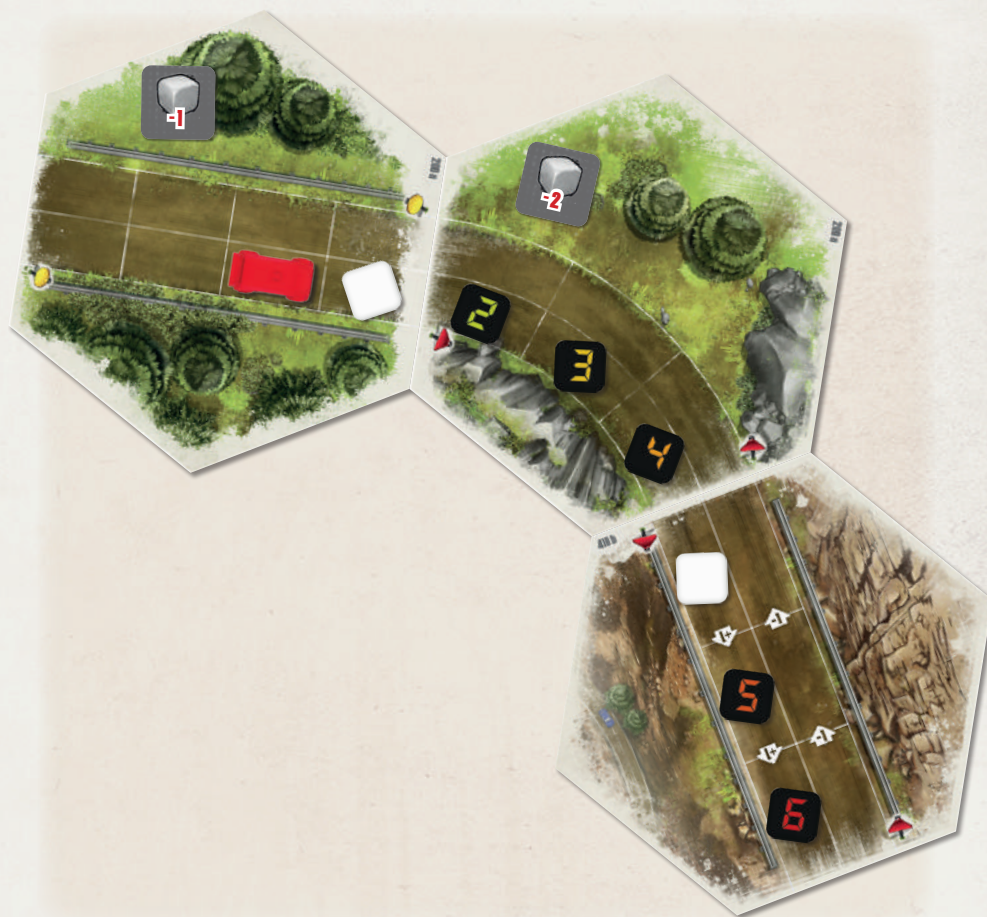
These are also compatible with Rallyman:GT

Oxygen tokens



Some races may reach altitudes so high that the amount of oxygen in the air is reduced, impeding the function of combustion engines.

When placing a die on a Track tile with an Oxygen token, the amount of Coast dice available to you on your Dashboard is reduced by the number shown on the token (to a minimum of 0).



The Red player has 2 Coast dice on their Dashboard.

They start their turn on a Track tile with a -1 Oxygen token. They'll be able to use one of their coast dice here. The second tile has a -2 Oxygen token so they can't place any Coast die there. They use their Gear dice to clear the second tile before placing their second Coast die on the Climb tile which doesn't have an Oxygen token.

Cloud tokens



When scaling particularly impressive peaks, it's not uncommon for drivers to look up and see that they're driving straight into the cloud line! Whilst an impressive sight, the low visibility and cooling effect the humidity has on tires make for a dangerous obstacle!

During their turn, if a player places at least one die of any kind on a tile with a Cloud token, they must add an extra $\triangle$ result to their dice roll. This effect may not be avoided in any way.

You can use these tokens as your normal Rally or GT racing events as "Fog" tokens, applying the same rules.

We recommend placing Oxygen and Cloud tokens after an ascent or before a descent in order to really give the feeling of height to your stages! You can even combine them if you want to make a certain part of the stage extra challenging!

Climb tokens



These tokens allow you to turn any Rallyman Track tile into a Climb tile!

Place a -1 Climb token on a tile to turn it into an Ascent. When crossing a line between spaces on that tile, you must follow the rules for Ascending as described previously.

Place a +1 Climb token on a tile to turn it into a Descent. When crossing a line between spaces on that tile, you must follow the rules for Descending as described previously.

The effect does not apply when crossing from one tile to another.

The effect applies when entering/exiting a Corner but not when moving between spaces within that Corner.

The effect applies normally to shortcut spaces.

Any additional Track effects already present on the stage (Jumps, Water) are cumulative with this effect.

SET-UP Mode



SET-UP allows you to recreate the standard car categories found in Rallyman:DIRT and Rallyman:GT but whilst also applying your own little tweaks to their performance!

Each of the categories below comes with their initial layout which indicates which tokens they cannot include in their Dashboard. If a specific die/bonus isn't expressly forbidden, you can include the associated token as many times as you like!



You may not include the Gear 6 die in your dashboard.



You may not include the Gear 5 die in your dashboard.



You may not include the Boost die in your dashboard.



You may not include a SISU token in your dashboard.



These tokens take up a slot in your dashboard but apply no additional restrictions.

This is just a taste of something different that you can do with the Unlimited Dashboards. Feel free to create your own setups, tokens or anything you'd like for your own racing events! Want to do an R6 design like below but you want to include Boost dice? Flip the Boost restriction token over to its blank side and go for it! The R and GT tokens are purely aesthetic, but if you wanted to add your own rules to them, feel free!

Repairs and Tire changes

When performing a tire change at the start of a race or during a pit stop (GT), you may reorganise the Track tokens on your Dashboard as you see fit.

When performing repairs at the start of a race, between stages (DIRT) or during a pit stop (GT), you may modify any of the tokens in your dashboard as you see fit.

Rally Dashboards

Even though only the Coast die is shown here, they are still replaced by Leader dice for the first player each round whilst on a Gravel Track tile as per the normal rules.

Just like in the normal Unlimited rules, you only need to have the Track Type tokens in your dashboard corresponding to the Types of Track present in the stage that you're about to race on and you may

arrange them in any order you like. The examples below include all three Track Type tokens but you may end up using less which gives you more space to insert other tokens!



R6/SET-UP



R5/SET-UP



R4/SET-UP

GT Dashboards

GT SET-UP Dashboards use Dry and Wet Terrain Type Tokens instead of Gravel, Asphalt and Snow. You will need to include both Wet and Dry Track Type tokens in your Dashboard but this still gives you an automatic extra slot compared to Rally cars. If you are fixing the weather type in your race, you may remove one of the tokens, giving you additional slot.



GT6/SET-UP



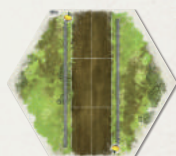
GT5/SET-UP



GT4/SET-UP

Different Track types

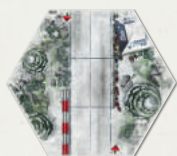
This expansion's Climb tiles feature two new Track types not seen in the *Rallyman: DIRT* core box: Asphalt and Snow.



Gravel



Asphalt



Snow

Rallyman: DIRT core box

The Climb expansion

If you are only using content from this expansion and the core box and wish to keep things simple you may count the Climb tiles as Gravel Track.

You may of course use the Climb tiles as the Track type shown, either in combination with Track tiles from other *Rallyman* expansions or on their own. The following rules apply for placing and rolling your dice:

Using your dice

When planning your move, each new die placed cannot exceed the limits on your dashboard for the Track type it is placed on.

Each column represents the types and maximum number of dice you can place on each type of Track during your turn. This applies whether you're staying on one type of Track for the entire move or changing part way.

When using the basic gravel tires from the core box we can see that on a gravel tile you can place all 6 gear dice as well as their Brake and Coast dice (A).

However when on a snow tile the column shows that only a maximum of 5 Gear dice can be placed, Brake dice aren't available and whilst you can still Coast, you need to use the more dangerous Leader dice (B).



In this example, the player starts the race on a Snow tile. They place their dice following the normal rules but soon realize that they cannot place their 6th gear die as they can't quite reach the gravel tile and, according to the Gravel tire Dashboard, these tires only allow you to place a maximum of 5 dice when you're on snow.

LEADER DICE

Some tire types indicate that you must use the Leader dice instead of your normal Coast dice on certain Track types. These represent conditions where your tires are performing well but there's still a bit more risk involved, hence the use of the more dangerous Leader dice. You **MUST** use these dice when on that type of Track, even if you are not the first player that turn. If you are the first player, you suffer no additional effects.

By extending their move by using a Leader die, they can now reach the gravel tile. This allows them to place their 6th Gear die down and use the regular white Coast dice.

Rolling the dice

Dice are still rolled in exactly the same way: Rolling one by one or Flat Out. But, if your move covers more than one track type, your ⚠️ limits are handled differently.

When rolling one by one: if you go from one space and type of track where you had not rolled enough ⚠️ to suffer a Loss of Control to another space and type of track where you have as many or more ⚠️ as shown on the dashboard, you immediately suffer a Loss of Control in that space.

A player with Asphalt tires moves along a gravel section of the stage where they have a limit of 3⚠️. As they approach the Snow tile



they roll 2⚠️. This is not enough to cause a Loss of Control on the gravel section but if they decide to cross onto the Snow tile, they'll immediately suffer a Loss of Control on the first space.

When going Flat Out: Make the roll as per normal. However, your ⚠️ limit is the lowest value of all the track types you cross during that move.

A car performs the same move as before but this time goes Flat Out. As they have a limit of 3⚠️ on Gravel but only 2⚠️ on Snow, the entire Flat Out roll counts as having a limit of 2⚠️. If they rolled the two ⚠️ before reaching the snow tile this would still cause a LoC, even though their limit on gravel is usually 3⚠️.



READY TO PLAY

CLIMB 1

by Roger BW



CLIMB 2

by Frédéric Rodriguez

