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And of course, all of our Kickstarter Backers That made this game possible!

Pit your driving skills against your opponents in a series of races that will determine who gets to take the number one spot on the podium!

Rallyman: GT's Championship mode is a series of 8 races in which players accumulate points based on their finishing position for each track. At the end of the Championship, the player with the most points can claim the podium, bragging rights and champagne!

Note: Champagne not included.

START YOUR ENGINES!

Components

1 Rulebook 12 Track Tiles 48 Focus tokens

RULES

A Championship consists of 8 races on 8 different tracks with 2 laps each.

The rules for these races follow the standard rules as written in the *Rallyman: GT* Rulebook.

At the end of each race, players will gain points based on their finishing position:

1. 25 points	4. 12 points
2. 18 points	5. 10 points
3. 15 points	6. 8 points

When playing with the Team Challenge expansion, you can race with up to 12 players:

7. 6 points	10. 1 point
8. 4 points	11. 0 points
9. 2 points	12. 0 points

You can photocopy the scoring table directly from this rulebook, or download it from the holygrail.games website in order to keep track of your scores throughout the Championship.

Note: When playing with more than one car per player, each car counts as an individual driver with their own score.

At the end of the Championship, players can compete for two different titles:

- **Best Driver:** The player with the most points takes away the coveted first place trophy!
- Best Team (optional): At the start of the Championship players may, if they so wish, separate themselves into racing teams. These teams must all have the same number of drivers. At the end of the Championship, total up the points from all the drivers within a team. The team with the most points wins!

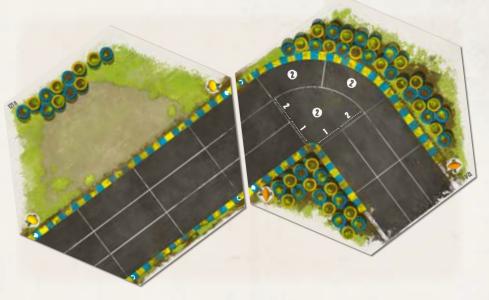
Note: The Best Driver will still be declared in this case, but it's entirely possible that the Best Driver won't be part of the Best Team!

TRACKS

Championship includes 8 brand new tracks!

Note that these tracks use the tiles from the core game as well as the new tiles from this expansion. These tiles allow you to create new track shapes, and to do so they have spaces that extend from one tile to another.

You can identify these tiles by their unique pattern and see how they connect together as shown below.

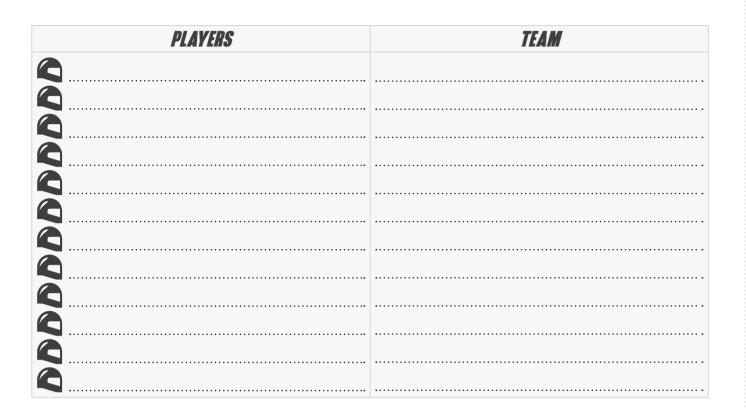


Contrary to the core box tiles, the separation between two of these tiles does not count as a separation between spaces.

Of course, you are free to use any of the other *Rallyman* circuits or ones of your own creation for your Championship!

CHAMPIONSHIP NAME

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CHAMPIONSHIP
SCORE SHEET

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

	1 25 pts	2 18 pts	3 15 pts	4 12 pts	5 10 pts	6 8 pts	7 6 pts	8 4 pts	9 2 pts	10 1 pt	11 0 pt	12 0 pt
Race 1												
Race 2												
Race 3												
Race 4												
Race 5												
Race 6												
Race 7												
Race 8												

READY TO PLAY

TRACK II

1 x 101a	
1 x 102b	
1 x 104b	
1 x 105b	
2 x 106b	
1 x 107b	
1 x 109b	
1 x 110b	
1 x 111b	
1 x 121b	
1 x 123b	
1 x 124b	
1 x 125b	
1 x 130b	

TRACK 12



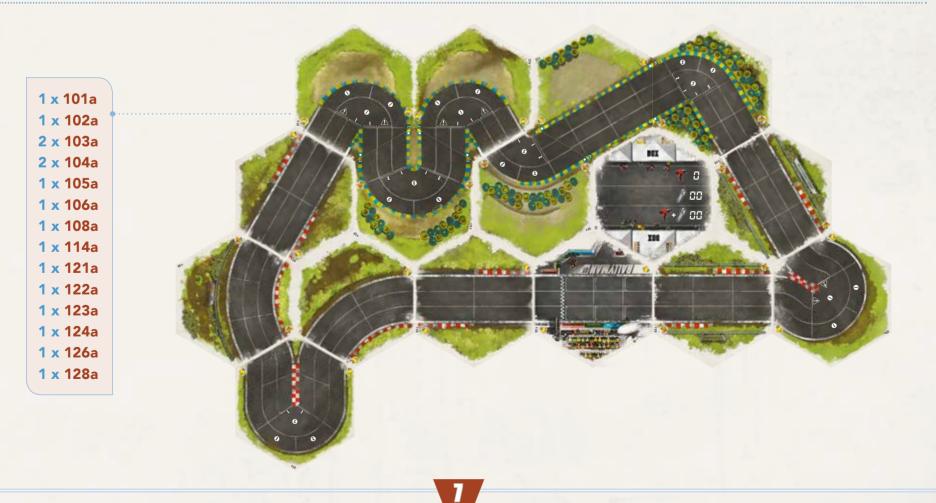
5

TRACK 13		
	A A B A	1 x 101a
		1 x 102b
		1 x 103b
		2 x 104b
		1 x 105b
Sand In		2 x 106b
		1 x 111b
		2 x 121b
		1 x 123b
		1 x 1235
		• 1 x 1245
		2 x 127b
		1 x 129b
0	and the second sec	1 x 1270
1 x 101a		
1 x 102a		
1 x 102a 1 x 103a		
1 x 102a 1 x 103a 2 x 104a		
1 x 102a 1 x 103a 2 x 104a 2 x 105a		
1 x 102a 1 x 103a 2 x 104a 2 x 105a 1 x 106a		
1 x 102a 1 x 103a 2 x 104a 2 x 105a 1 x 106a 1 x 112a		
1 x 102a 1 x 103a 2 x 104a 2 x 105a 1 x 106a 1 x 112a 1 x 115a		
1 x 102a 1 x 103a 2 x 104a 2 x 105a 1 x 106a 1 x 112a 1 x 115a 2 x 121a		
1 x 102a 1 x 103a 2 x 104a 2 x 105a 1 x 106a 1 x 112a 1 x 115a 2 x 121a 1 x 125a		
1 x 102a 1 x 103a 2 x 104a 2 x 105a 1 x 106a 1 x 112a 1 x 115a 2 x 121a		
1 x 102a 1 x 103a 2 x 104a 2 x 105a 1 x 106a 1 x 112a 1 x 115a 2 x 121a 1 x 125a 1 x 126a		

TRACK 15



TRACK 16



TRACK 17



TRACK 18

1 x 101a	
1 x 102a	
3 x 103a	
<mark>3 x 104</mark> a	
1 x 106 a	
1 x 118a	
2 x 121 a	
1 x 122a	
1 x 123a	
1 x 129a	
1 x 130a	