



Tinkering Paws

BOARD GAME INSERTS



Rallyman GT



Contents

1. 13 Token Boxes
2. 2 Card Boxes
3. 2 Track Boxes
4. 1 Dice Box

Info: For easier identification all boxes are marked with a code (M1, M2, etc.) on one of their sides.



Token Boxes #T1, #T2 & #T3

1. There are four copies of Token Box #T1. Use three of them to store all player-related components: Cars, Gear Markers, Wear Markers & Bumper Tokens. Use the fourth one to store the Debris & Oil Tokens.
2. There are four copies of Token Box #T2. Use three of them to store all player-related components: Cars, Gear Markers, Wear Markers & Bumper Tokens. Use the fourth one to store the Sisu Tokens.
3. Use Token Box #T3 to store all player related components used in the Team Challenge expansion.



Token Boxes #T4 - #T7 & Dice Box #D1

1. #T4 stores the Focus Tokens.
2. #T5 stores the Focus Tokens.
3. #T6 stores the Focus Tokens.
4. #T7 stores the Round Trackers and the small bridge parts.
5. #D1 stores all the dice.



Card Boxes #C1 & #C2

#C1 & #C2 will store all of the cards.

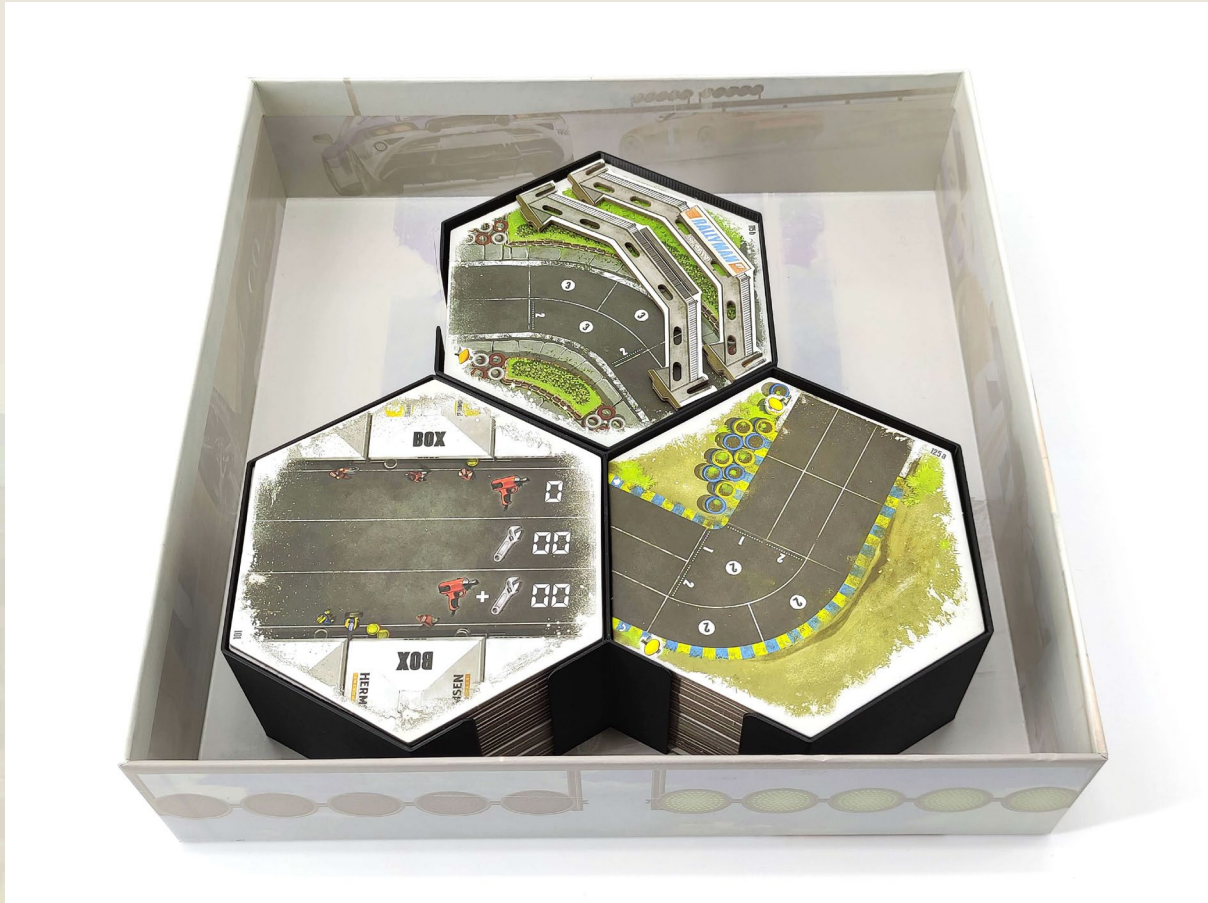




Track Boxes #TR1 & #TR2

#TR1 & #TR2 will store all of the track tiles. Make sure to place the two big parts of the bridge on top of one of the track stacks.





Component Storage #1

Place the Track Boxes #TR1 & #TR2 like shown in the base game box.





Component Storage #2

Add Token Boxes #T6 & #T7, Dice Box #D1 and the bag with damage tokens.



Component Storage #3

Now add all copies of Token Boxes #T1 & #T2 together with Card Box #C2.

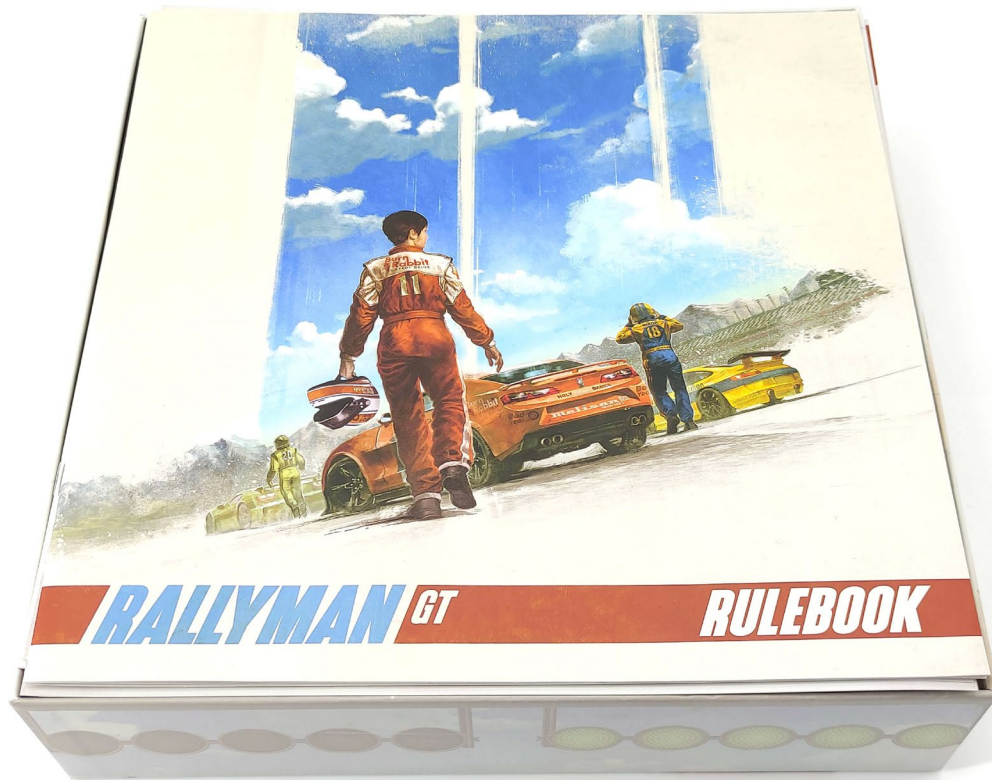




Component Storage #4

Add Token Boxes #T3, #T4 & #T5 to the game box and then add Card Box #C1 in the remaining gap.





Component Storage #5

Add all the rule books on top.



For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de