WOLFGANG KRAMER'S
DOWN FORCE

WILD RIDE EXPANSION
RULE SHEET

2-6

8+

30min

The more exotic the locale, the wilder the ride. Only the greatest drivers can meet these new challenges. But they offer new rewards too. Not just the trophy. Not just the money. There is no greater prize than the feeling of freedom as you ride a fuel-packed racecar through the air or speed past a rampaging elephant.

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COMPONENTS

1 Double-Sided Game Board
Aloha Sands and *Savanna Stretch* tracks
8 Ramps and 3 Animal Tokens

CREDITS

Game Design: Rob Daviau,
J. R. Honeycutt, and Justin D. Jacobson,
Based on an original design by Wolfgang Kramer
Illustration: Tavis Coburn
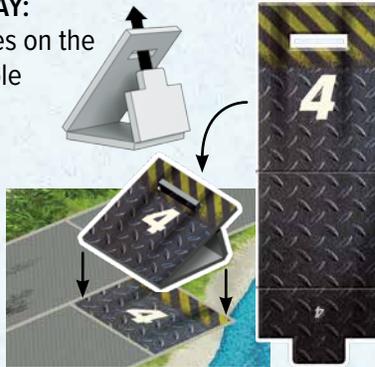Graphic Design: Jason Taylor
Production Artist: Lindsay Daviau

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Aloha Sands features ramps. If you hit them just right, you can catch some air and zoom ahead of the pack.

BEFORE YOUR FIRST PLAY:
Punch out the ramp pieces on the punch board and assemble them as shown here.

SETUP:

Place the ramps on their corresponding numbered spaces on the gameboard.

PLAY:

A car may use a ramp only if:

1. The car's movement on the played speed card is equal to or higher than the number on the ramp.

AND

2. The car has at least 1 space of movement remaining.

AND

3. The ramp's landing space is empty.

The car may not use the ramp if any of those is not true. If the car has movement remaining and can't use the ramp, it must skip the ramp, continuing to move in any available empty space.

Orange can't use the ramp because it doesn't have enough speed.

Red can't use the ramp because Yellow is blocking the landing space.

The ramps are NOT a space and a car may not end its turn on a ramp. When a car uses a ramp, move it directly to the ramp's landing space. This counts as 1 space of movement. If the car has additional movement remaining, it continues moving as normal. Cars may use multiple ramps in one turn.

Savanna Stretch features wild animals stampeding across the track. You must avoid the animals as they rumble through the course.

BEFORE YOUR FIRST PLAY:
Punch out the animals on the punch board.
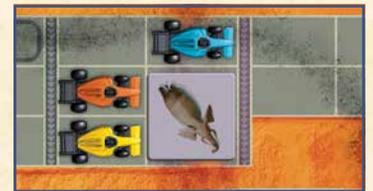
Elephant
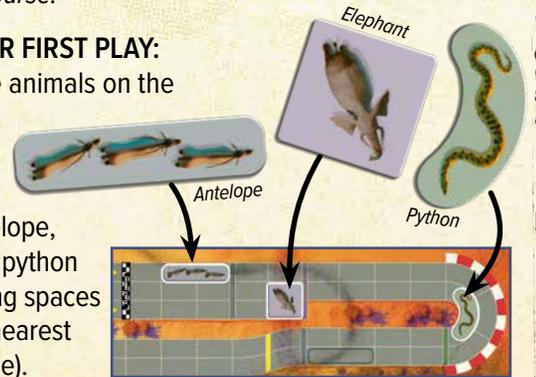
Antelope

Python

SETUP:

Place the antelope, elephant, and python on their starting spaces on the track (nearest the starting line).

PLAY:

Each animal occupies a space outlined by their color on the board. Animals block movement into the spaces they occupy, just like a car.
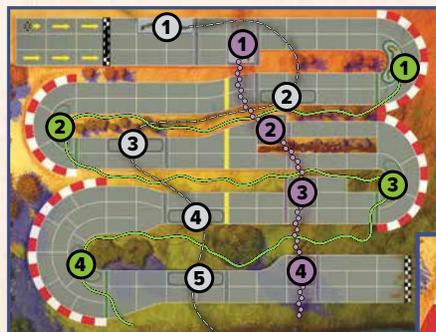
Yellow's movement is blocked by the elephant. Orange's movement is blocked by the elephant and the blue car.

At the end of a turn in which at least one car has passed an animal's line, that animal moves to its next open space on the board. If it is in its last space on the track, remove it from the board.
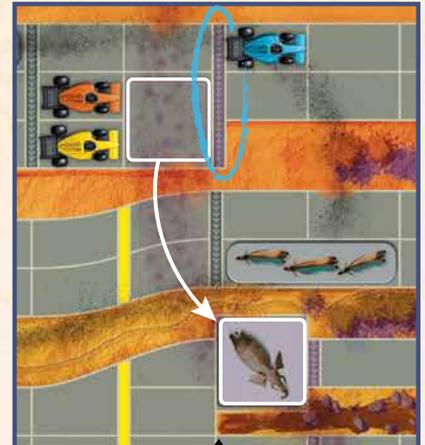
Animal lines are next to animal spaces on the track and look like these.

Blue passed the first elephant animal line. So at the end of that turn the elephant tile is moved to the second elephant space.

This shows the paths of the animals in numerical order.

Once an animal leaves its space, cars may enter that space as if it were a regular space.