

WOLFGANG KRAMER'S

DOWNFORCE

DANGER CIRCUIT EXPANSION RULE SHEET



COMPONENTS

1 Double-Sided Game Board
Crosstown Speedway and
Switchback Pass tracks
6 Power Cards

CREDITS

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Crosstown Speedway sends the cars hurtling across an urban terrain never meant to contain their unbridled power. Switchback Pass lies in wait, where even the slightest miscalculation can claim a victim. Just finishing these two races is an accomplishment—victory, an achievement for the ages. Either way, you raise your head high and can say you took on the Danger Circuit and lived to tell the tale.

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POWER CARDS:

These powers cards may be used with the tracks from the base game, and the power cards from the base game may be used with the *Dangerous Circuit* tracks. You can shuffle them all together and choose six at random, or put up two powers with each car in the auction. (Players still must choose one power to play with from all the powers they end up with.)

All of the power cars refer to “your car”, but your power applies to all of your cars if you have more than one.

AMBITIOUS

Your car moves 2 additional spaces when it crosses a betting line, regardless of the effect that moved it. Move your car the additional spaces immediately after it moves, even if there are other cars on the card after yours.

BOLD

This power only applies to movement from the speed card and not from any other power or effect. This power works even if you would use a wild to move your car.

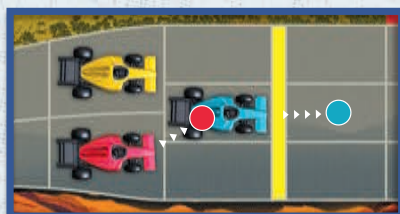
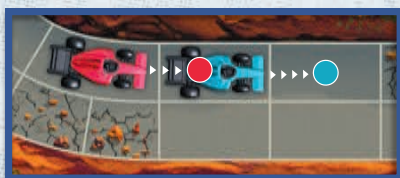
DEFENSIVE

Move your car after all of the movement on the card has been resolved.

EXPERIENCED

A car is in a space directly in front of your car if at least part of the front edge of your space is shared by at least part of the rear edge of the space of the other car. Diagonal spaces do not count. Move your car into the first vacated space immediately after the other car moves out, even if there are other cars on the card. If more than one of your cars is in a space behind a car that moves, you choose which car moves into the empty space.

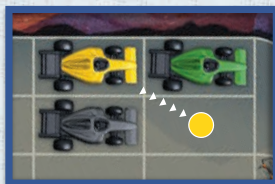
Note: This power only triggers when the car in front of yours starts its movement there. If a car passes you from behind and then moves out of a space in front of you, the power does not trigger.



In these examples, the red car with the Experienced power moves one space forward into the space vacated by the blue car when the blue car moves.

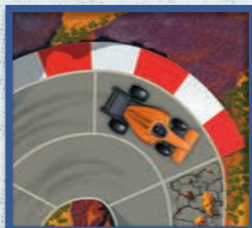
RECKLESS

A “Tight Space” is when a car moves diagonally between two other cars that are diagonally adjacent. Move your car the additional spaces immediately after it moves, even if there are other cars on the card after yours.



TOUGH

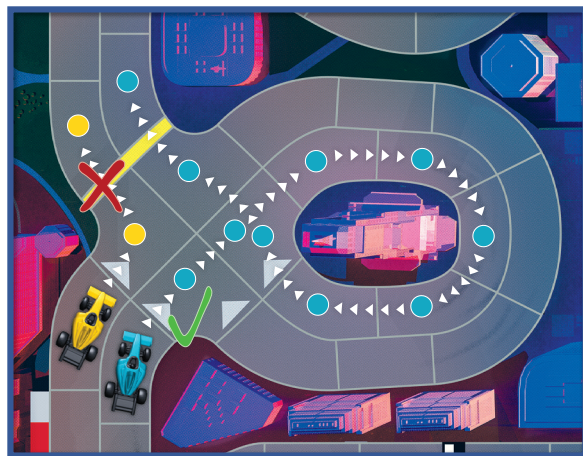
Rumble strips are red-and-white-striped strips adjacent to some spaces. Only the spaces directly touching the strips are considered adjacent. Move your car the additional spaces immediately after it moves, even if there are other cars on the card after yours. If, after moving, your car is still adjacent to a rumble strip, you may move it again.



CROSTOWN SPEEDWAY

This track features two crossover loops and two split sections.

Crossover loops: Cars entering the loop must move across the intersection into the loop. They must complete the loop and then exit the other side of the loop. Cars cannot move directly from the entry to the exit by moving or with a power.



SWITCHBACK PASS

This track features dangerous spaces. These spaces feature cracked pavement with debris and are too small to fit one of the cars.

- Dangerous spaces may only be used to pass another car. You may not move a car into a dangerous space if there is a regular space they may move into. (For example, you may not move an opponent's car into a dangerous space just to make it move more slowly.)
- A car may never end its movement in a dangerous space. If you cannot move back onto a regular space by the end of a car's movement (including any bonus movement it might get), you may not move it onto a dangerous space.
- You must move an opponent's car through dangerous spaces if that allows it to pass another car they could not otherwise pass.
- If you ever have a choice of moving into a dangerous space or a regular space, you must enter the regular space.

