

WOLFGANG KRAMER'S

DOWNFORCE™

WILD RIDE EXPANSION RULE SHEET



COMPONENTS

**1 Double-Sided
Game Board**

Aloha Sands and

Savanna Stretch tracks

8 Ramps and 3 Animal Tokens

CREDITS

Restoration Team:

Game Design: Rob Daviau,

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Thank you to everyone who playtested this expansion!

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*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.*

ALOHA SANDS

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 and assemble them as shown on the punch board.

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.

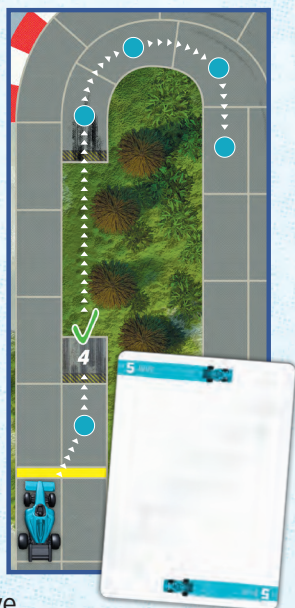
AND

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.



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



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

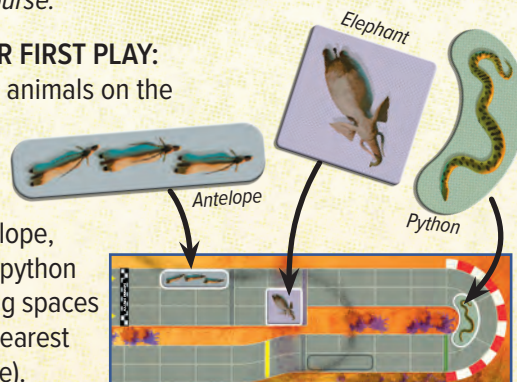
Savanna Stretch features wild animals stampeding across the track. You must avoid the animals as they rumble through the course.

BEFORE YOUR FIRST PLAY:

Punch out the animals on the punch board.

SETUP:

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



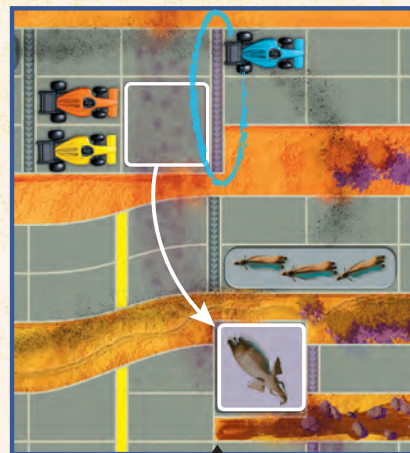
PLAY:

Each animal occupies one space on the board, which are larger than regular spaces. Animals block movement into the spaces they occupy, just like a car.

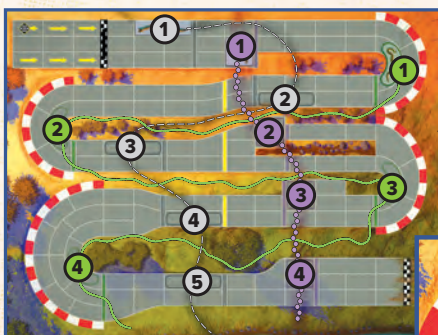


Yellow's movement is blocked by the elephant. Orange's movement is blocked by the elephant and the blue car.

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.