Downforce (2017)

2-6 Players   Designer: Wolfgang Kramer

Object: Buy cars at auction, bet during the race, and score VPs for highest finish.

Rules in
Brief

Setup

- Choose a side of the board and place on table. Give each player a score sheet.
- Shuffle the 6 **Speed-8 cards** and 6 **Power cards** separately and make 2 face-down piles
- Shuffle the 42 regular **speed cards** and deal out evenly to each player [leftovers back in box]
- Randomly put all **6 cars** on **starting spaces** of board

Auction

- Flip over top **8-Speed card** and top **Power card** to auction off cars/powers 1 at a time
- Each player takes a card from hand and places face-down – the bid is # on card matching color of card on auction (in $M). High bid wins, mark $ on score sheet.   Tie: more cars on card, then card without wild symbol [white car].   If no matching color card, can use wild card to bid on a car.
- Winner adds 8-Speed card to hand, takes Power card and driver plaque. Bid cards return to hand.
- Every player must have at least 1 car. When # cars left = # players with no cars, only they bid.
- If no one bids on a car/power, set it aside. At end of auction, players without a car bid again. If still no bids, the car races without an owner.
- Players can only have 1 Power card – select 1 [if won multiple cars], return rest to box

Race

- **Play 1 card** per player, start with player who owns car in pole position. Play clockwise. Player who played card move cars in order [except car with *Cunning* skill], top to bottom, then discard card.
- White cars are on the card are **wild** – pick any car that is **not** a color on the card already [*Unpredictable* allows wild to be used for color on card. If 2 wilds must be different]
- Cars move **forward** – straight or diagonally. Must move forward if possible [but can be jammed up]
- Each player secretly bets each time 1ˢᵗ car crosses new betting line [**variant:** write position of car when bet is made, use alternate score sheet for odds betting]

End Game & Scoring

- When a car crosses the finish line, it is placed in the winner's space by the track. If all of a player's cars finish, they **discard their hand**. Some cars may not finish race.
- Mark on score sheets how much $ earned for each car owned. Circle any $ won by betting [**variant:** multiply position @ time of bet times multiplier for finish position on score sheet]
- Sum car and bet totals and **subtract initial bid $** to calculate winnings.
- Most $ wins. Tie: higher finishing car wins the tie