

minizoomerz™

miniature racing on a grand scale

Wild Canyons



TOOLKIT

the **BIGPLAY**™

EXPANSION SET

Ages 10 years and up

REQUIRES:
MINIZOOMERZ BASIC GAME

MZ-TKWC

COLOURS MAY VARY. CARS AND DICE NOT INCLUDED.

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**Welcome, racing fans, to the
Wild Canyons Toolkit!**

I'm **Bruce Ankermann**, and this is a special occasion for everyone at **minizoomerz TV**, as this toolkit is the first ever **minizoomerz expansion pack!**

What? You don't know what a **toolkit** is?

...then I'll tell you.

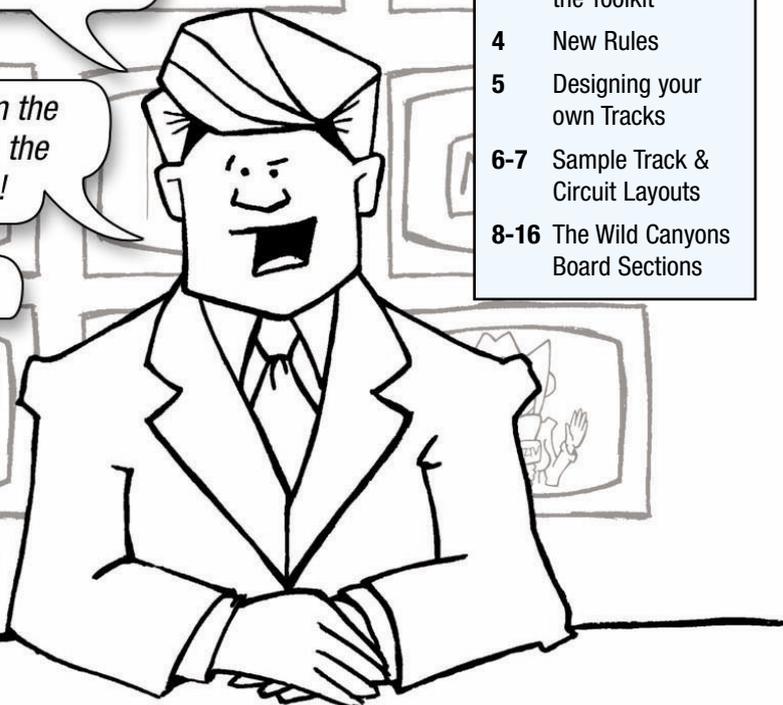
The **minizoomerz toolkit** is an essential piece of kit - **ESSENTIAL!**

Not only is it packed with all-new board sections to create your own fabulous racetracks, it's bursting with special features, famous circuits, new rules, hints and tips, tokens, and lots more!

minizoomerz is the game that puts YOU in the driving seat! Not only do you race the car, the **Toolkits** let you design the tracks too!

That's not all - with **The Big Play's** print and play philosophy, you can print out as many sections as you need, so let your imagination go Wild!

And remember, race fans, to check out **www.minizoomerz.com** and keep up to speed on all **minizoomerz** news and downloads!



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HOW TO USE YOUR TOOLKIT

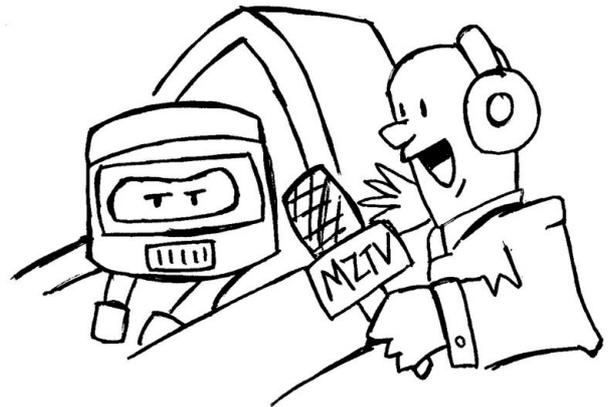
The Wild Canyons Toolkit gives you all the board sections you need to start creating your own exciting minizoomerz™ tracks and circuits.

THE BIG PLAY - QUALITY FUN

Everyone at The Big Play wants you to enjoy your game as much as possible and we have done all we can to ensure you receive a high quality product. minizoomerz™ is a 'Print & Play' game, which means it requires some home printing.

Printer settings and choice of paper/card all affect the quality of your finished product. High-speed 'economy' settings may save on ink but could also distort the image and/or fade the colours, whereas photoquality 'glossy' paper can give your game a very polished finish. Don't worry, there is no right or wrong, some people prefer the faded look of a 'fast' print, while others like to see all the tiny details.

Refer to your printer manual for information on how to get the most out of your printer.



"Racing through the Wild Canyons ain't like growing crops, boy! If you don't watch where you're going, you can smash straight into a rock spire or fly right off the lip of Spanner Chasm... and that'll end your race real quick!"

LUCCA "NO-HANDS" SOLEUX, TEAM FALCON

Hey there 'zoomerz!

Do you know how many different race tracks there are that can be used in the minizoomerz tournament calendar?

No?

Well, here's news for you... neither do we!

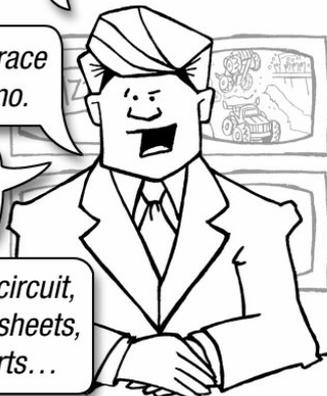
There are just so many, nobody has gotten around to counting them all, and new ones spring up all the time!

THAT'S NOT ALL!

minizoomerz don't just race through Canyons, oh no.

They race through ANYTHING!

There's the Grand Prix circuit, the frozen 'Tundra' ice-sheets, the jungles, the deserts...



BOARD SECTIONS - THE TILE SYSTEM

minizoomerz™ is unlike many traditional board games in that the board can be different every time you play.

The board is made up of a series of interconnected sections or tiles arranged to create the track or circuit you wish to race on.

When you look at the tiles you'll notice that they each feature a handy 'tab' (that's the bit with the code and tile name on it). This is used to connect each tile to the next one and stops them slipping apart when the race action gets underway.



Simply apply sticky tack to each tab, this will then keep the next tile in place. Repeat the process until you have completed a circuit or track you're happy with.

Don't glue the tiles together (unless you really want to keep the track fixed) as the whole point of the tile system is that you can take the track apart after the race and create a different track with the same tiles next time.

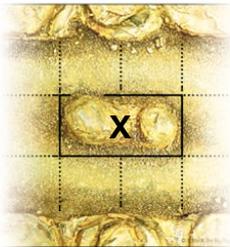
RULES - NEW FEATURES

The Wild Canyons Toolkit introduces some exciting new features to the racetrack; Rock 'spires' that block the road, and the deadly 'Spanner' Chasm.

BLOCKED SPACES

Blocked spaces - solid lines indicate a blocked space, which cannot be entered into. The solid line is impassable - it cannot be crossed by any means. You'll find blocked spaces on some of the track sections such as Junkajink Pass and Cursed Curve.

A vehicle forced into a move that would take it into a blocked space must stop in its last available empty space and test for a Collision as per the usual Collision rules.



Splittem Peak is a good example of a track section with Blocked spaces.

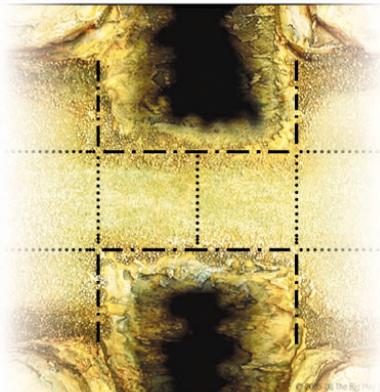
It is not possible to enter the area which has a solid black line surrounding it (marked 'X' on this example).

The 'Rock Spire' counters included with this download are also impassable. You can use these counters to make areas of your race extra 'tricky' to navigate.

Racing headlong into solid rock is not a recommended strategy!

SPANNER CHASM

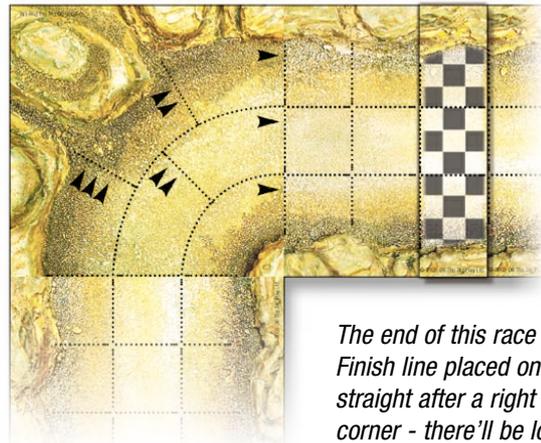
The Chasm - shown by the dot-dash line, is a special feature. Any vehicle forced to cross the dash-dot line plummets into the chasm and is (quite obviously) out of the race. For purposes of recording Damage, the vehicle has taken its full amount in one catastrophic fall.



THE FINISH LINE AND CHECK POINTS

The Finish Line gives you a new way to play minizoomerz™. Instead of building a circuit to race laps around you can build a long track which simply starts in one place and ends in another (some people call this an 'A-B' or a 'point-to-point' race).

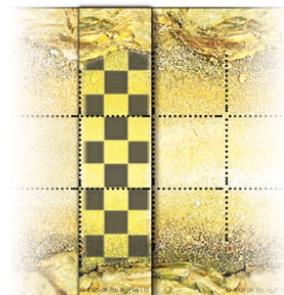
Simply lay the finish line over a section of the track to show where the race ends. The driver that crosses the Finish line first is the winner.



The end of this race has the Finish line placed on a short straight after a right hand corner - there'll be lots of jostling for the inside lane on this track!

Check Points add an extra layer of excitement to your races. Build a track and add Check Points along the route approximately every 12-16 tiles (placing them over sections of the track).

The first player to cross each Check Point is awarded 1 point (keep a running total on a scrap piece of paper). The player who crosses the finishing line first gets a further 3 points, second place gets 2 points and third gets 1 point.



Each player totals up the points they have earned during the race - the player with the most points is the winner!

DESIGNING YOUR OWN TRACKS AND CIRCUITS

Track design is great fun and is an important part of the minizoomerz™ hobby. It's best to start simple and gradually work up to bigger and more complex layouts.

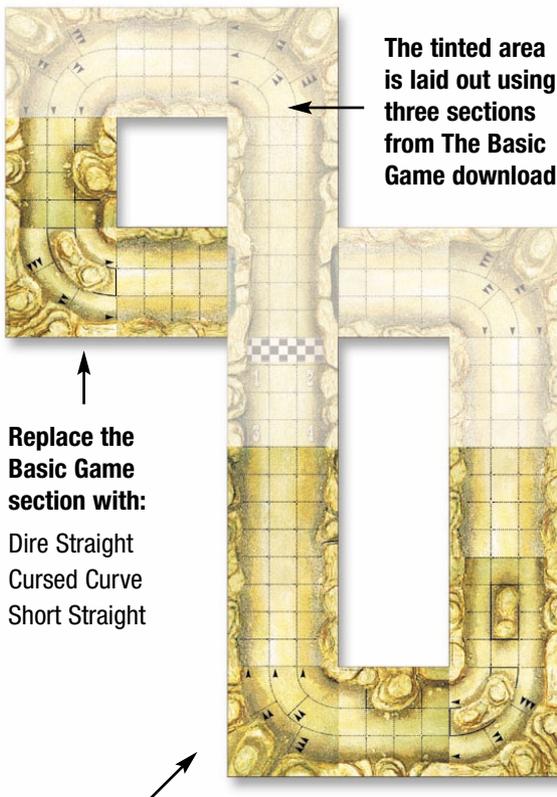
HOW TO START

You can launch into designing your own ultimate tracks straight away if you like, but if you're a little unsure of what to do, the Wild Canyons training circuit that you'll find in the minizoomerz™ Basic Game download is a good base to build on.

Just experiment by introducing different features to it such as Junkajink Pass, Fenderbender Bend, or stretch out the straights by a section or two. Before you know it you will have created a whole new track of your own.

Designing your own tracks is great fun, and once you've started you won't want to stop. Just remember to give your track an appropriate name, like 'Devil's Elbow' or 'Vulture Valley'!

Example: *Longstaff's Knot (3 laps)*



Extend this part of the race track by using the following to replace the section from the Basic Game:

Short Straight, Splittem Peak, Fenderbender Bend, Junkajink Pass, 90° Corner Right and Open Straight

TRACK DESIGN HINTS AND TIPS

How can you tell if your track design is a good one? Simple - race on it! You can never be totally sure if a track design really works the way you want it to until you've raced around it a few times. There are always new things to learn about track design, it's an enormously enjoyable (and integral) part of the minizoomerz™ hobby.

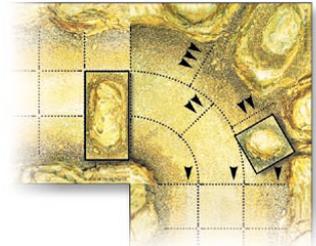
However, here are a few pointers you might like to keep in mind when putting your design together:

Don't blockade the track, or the race will end sooner than you expect! Always leave at least one lane available to drive past obstacles.

Remember that you can't drift inside on a corner (yet...), until you can, it makes sense to leave the outside lane of corners clear.

Here we see that the track designer has blocked the route through the corner.

Because you cannot drift 'inside' on a corner the race is going to come to an abrupt end as the racers run into the rock spire on the outside lane.



Try to make the space between your Check Points about 14-16 tiles. This way you leave enough room between each Check Point for the race to develop, giving the drivers a chance to overtake each other before the next Check Point comes along.

Don't forget a good design! By making a simple note of the tile codes in the order you have placed the tiles (e.g. WC-T01, WC-T17, etc.) you will be able to recreate your best designs over and over again. Don't forget to give them a name!

Experiment, play, have fun! There are absolutely loads of different tracks that you can build: Short sprint races (12-16 tiles); long endurance 'A-B' races with Check Points (90+ tiles); circuits that have lots of corners and curves which double back on themselves; circuits with rock spires on every section or maybe even circuits that have none at all! You now have the tools - let your imagination go wild!

We'll be posting examples on our web site so keep an eye on www.minizoomerz.com for the latest. *Above all, have fun!*

SAMPLE TRACK AND CIRCUIT LAYOUTS

Over the next two pages we've included a couple of sample track designs for you to use. You can race on them as they are or use them as inspiration to create your own masterpieces.

Devil's Elbow (A-B Race)

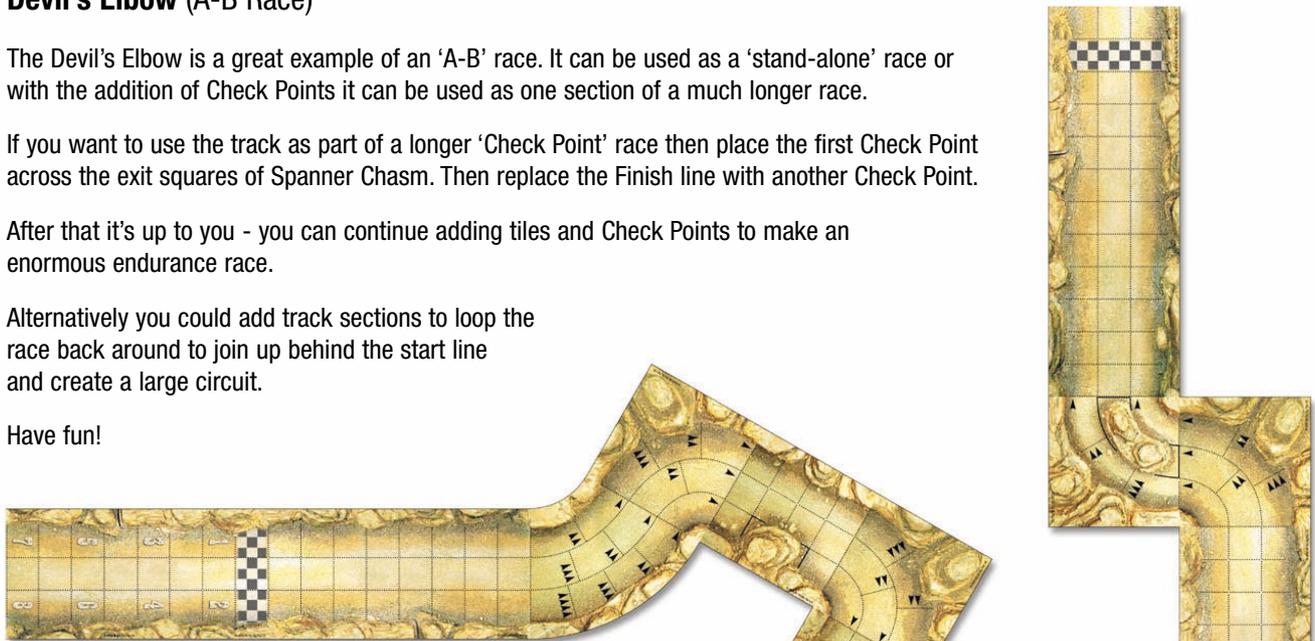
The Devil's Elbow is a great example of an 'A-B' race. It can be used as a 'stand-alone' race or with the addition of Check Points it can be used as one section of a much longer race.

If you want to use the track as part of a longer 'Check Point' race then place the first Check Point across the exit squares of Spanner Chasm. Then replace the Finish line with another Check Point.

After that it's up to you - you can continue adding tiles and Check Points to make an enormous endurance race.

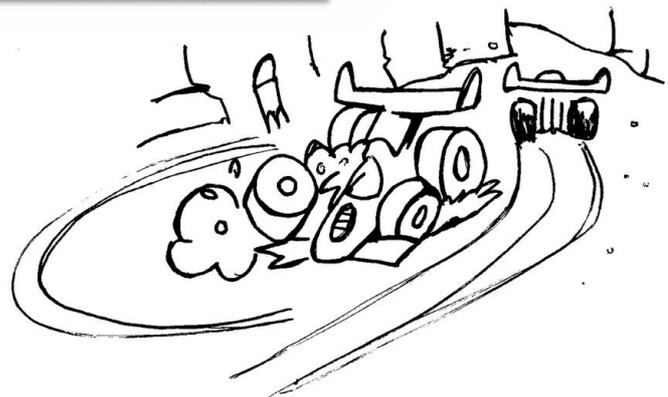
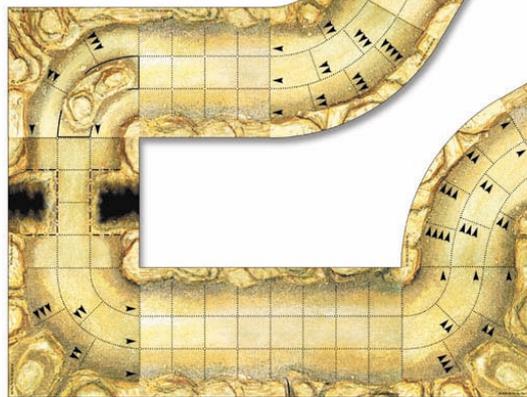
Alternatively you could add track sections to loop the race back around to join up behind the start line and create a large circuit.

Have fun!



Sections used:

- WC-T02 STARTING GRID 5-8 LEFT
- WC-T01 STARTING GRID 1-4 LEFT
- WC-T10 OPEN STRAIGHT
- WC-T20 LONG CURVE LEFT 1
- WC-T08 90° CORNER RIGHT
- WC-T15 JUNKAJINK PASS
- WC-T08 90° CORNER RIGHT
- WC-T17 SPLITTEM PEAK
- WC-T23 LONG CURVE RIGHT 1
- WC-T09 SHORT STRAIGHT
- WC-T18 CURSED CURVE
- WC-T14 SPANNER CHASM
- WC-T07 90° CORNER LEFT
- WC-T10 OPEN STRAIGHT
- WC-T07 90° CORNER LEFT
- WC-T24 LONG CURVE RIGHT 2
- WC-T09 SHORT STRAIGHT
- WC-T16 DIRE STRAIGHT
- WC-T21 LONG CURVE LEFT 2
- WC-T09 SHORT STRAIGHT
- WC-T07 90° CORNER LEFT
- WC-T19 FENDERBENDER BEND
- WC-T11 LONG STRAIGHT
- FINISH LINE



SAMPLE TRACK AND CIRCUIT LAYOUTS

Vulture Valley (Circuit Race)

Vulture Valley is a short circuit that tests your timing to swoop in at the right moment on the corners.

Race length: 2+ laps

If you want to make the laps last longer then simply extend the straights.

Sections used:

- WC-T02 STARTING GRID 5-8 LEFT
- WC-T01 STARTING GRID 1-4 LEFT
- WC-T20 LONG CURVE LEFT 1
- WC-T23 LONG CURVE RIGHT 1
- WC-T09 SHORT STRAIGHT
- WC-T07 90° CORNER LEFT
- WC-T14 SPANNER CHASM
- WC-T07 90° CORNER LEFT
- WC-T09 SHORT STRAIGHT
- WC-T17 SPLITTEM PEAK
- WC-T21 LONG CURVE LEFT 2
- WC-T24 LONG CURVE RIGHT 2
- WC-T16 DIRE STRAIGHT
- WC-T07 90° CORNER LEFT
- WC-T09 SHORT STRAIGHT
- WC-T18 CURSED CURVE

