SUPER FUNDAY

WONDER TRAILS

BEYOND THE MAP



Expansion pack / Ages 5+ / 3-4 player adventures

REQUIRES THE ORIGINAL WONDER TRAILS GAME

Bigger trails. New ideas.

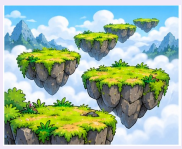
Mix with your base game / 37 new playing pieces

1 Mix the new cards



Add **8 obstacles, 15 actions, 4 starts** and **4 strips** to your base sets. Keep the **6 Surprise Cards** separate. Use the original Treasure card.

2 Choose your length



3 players: 6 obstacles.
4 players: 8 obstacles.
Each child leads two legs. For two players, keep the base four-obstacle game.

3 The first action stays

1	2
3	4

Choose one start. It already has a **one-action space**. Set aside one 1-action strip from the mixed pool. The other **11 strips** are available.

4 Draw the other strips



Draw **5 strips** for a six-obstacle trail, or **7 strips** for eight obstacles. Put them between obstacles. Reveal the whole route before planning.

5 Share all 45 actions



Spread the **30 base + 15 new** actions face up. Take turns leading clockwise. Every chosen card must help. Used actions stay spent until the game ends.

6 Print only what you need



A4: 100%. Letter: 94%. Same scale as the base game. Print single-sided, cut outer dashes. Pages 6-13 contain the new pieces; pages 1-5 are guides.

In the combined sets: 20 obstacles, 45 actions, 12 starts, 12 strips, 6 surprises and 1 treasure. New pieces are marked **BTM** so you can separate them later.

Keep everyone in the story

Optional surprises / Shared planning / Small-table play

1 Take turns leading



Number the players clockwise. The leader chooses the plan; everyone may suggest ideas. Move to the next player for each leg. Six or eight legs gives two turns each.

2 Give every card a job



Try **prepare, build, use, finish.** A three- or four-card plan is a little story. Explain how you leave the current place and overcome the next obstacle.

3 Add two surprises



Optional: shuffle the six surprises. Reveal one **before leg 2** and one **before leg 4**, before choosing actions. They affect only that next leg, then are discarded.

4 Keep surprises gentle



A surprise changes the story, **not the action count.** No extra cards or props are required. Read it aloud. Skip it if it does not suit your group.

5 Use a compact layout



Keep future obstacles in order above the play area. Lay out only the current leg. Archive completed obstacles and strips; keep all used actions visible in a separate spent area.

6 Reset without a penalty



Offer a hint or replan earlier legs if they still work. Swap the current obstacle or redraw its strip. On the first leg, swap start or obstacle and keep **one action.** All acting is pretend.

Finish: after the last obstacle, reveal the original Treasure card. The new tools can be used in many ways; there is no printed list of correct solutions.

Adventure for 3 explorers

6 obstacles / Two leading turns each / No Surprise Cards for this first play



Start: Mushroom Village. The opening action is built in. Choose distance strips **2, 2, 3, 2, 3**, in that order. The plans below are suggestions; other sensible ideas count.

LEG 1 / PLAYER 1



Wings



Wide river

Fly down from the mushroom and over the river.

LEG 2 / PLAYER 2



Compass



Magic paintbrush



Mirror Maze

Follow the compass and mark turns on the floor to avoid looping back.

LEG 3 / PLAYER 3



Shears



Beaver helper



Giant Web

Cut the web, then ask the beaver to pull the sticky strands aside.

LEG 4 / PLAYER 1



Slow-time spell



Rope



Robot helper



Whirling Windmill

Slow the sails, secure them with rope, then let the robot turn them aside.

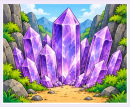
LEG 5 / PLAYER 2



Telescope



Shrinking spell



Crystal Wall

Spot a narrow crack, then shrink the team to slip through it.

LEG 6 / PLAYER 3



Wooden planks



Sticky glue



Wind



Frozen Lake

Glue planks into a sledge and let the wind push it over the ice.

Then claim the treasure! Keep every used action spent. These routes mix base and expansion cards and use each action only once.

Adventure for 4 explorers

8 obstacles / Two leading turns each / No Surprise Cards for this first play



Start: Ice Floe. The opening action is built in. Choose distance strips **2, 3, 2, 3, 2, 2, 3**, in that order. The plans below are suggestions; other sensible ideas count.

LEG 1 / PLAYER 1


Friendly dragon


Frozen Lake

Fly off the ice floe and over the frozen lake on the friendly dragon.

LEG 2 / PLAYER 2


Slow-time spell


Super strength


Whirling Windmill

Slow the sails, then use strong hands to hold them still as the team passes.

LEG 3 / PLAYER 3


Shears


Beaver helper


Blanket


Giant Web

Cut the web, pull it aside, then cover the sticky ground with a blanket.

LEG 4 / PLAYER 4


Giant leaf


Spring boots


Sticky Honey Trail

Lay a giant leaf as a landing pad, then spring over the honey onto it.

LEG 5 / PLAYER 1


Telescope


Rope


Elastic band


Floating Stones

Find steady stones, link the team with rope, and fasten gear with an elastic band.

LEG 6 / PLAYER 2


Torch


Mirror


Mirror Maze

Light the mirror edges, then use a hand mirror to inspect hidden turns.

LEG 7 / PLAYER 3


Magic paintbrush


Magic door


Crystal Wall

Paint a doorway frame on the crystals, then open a magical door through it.

LEG 8 / PLAYER 4


Sticky glue


Wooden planks


Pulley


Bouncy Mushrooms

Glue a plank walkway together, then lower it over the mushrooms with a pulley.

Then claim the treasure! Keep every used action spent. These routes mix base and expansion cards and use each action only once.

New Obstacles

Mix these eight cards with the base obstacles. No prescribed solutions!

BTM O1

Mirror Maze



Shining mirrors turn the path into a maze.

BTM O2

Giant Web



A giant sticky web stretches across the trail.

BTM O3

Crystal Wall



Tall crystals block the mountain passage.

BTM O4

Floating Stones



Stone platforms hover above the clouds.

New Obstacles

Mix these eight cards with the base obstacles. No prescribed solutions!

BTM O5

Sticky Honey Trail



Sticky honey covers the woodland path.

BTM O6

Whirling Windmill



Turning sails sweep across the path.

BTM O7

Bouncy Mushrooms



Springy mushroom caps fill the clearing.

BTM O8

Frozen Lake



A sheet of ice stretches from bank to bank.

New Action Cards

Fifteen new ideas. Use them on base or expansion obstacles in any sensible way.

BTM A1



Ice spell

BTM A2



Bubble wand

BTM A3



Telescope

BTM A4



Trampoline

BTM A5



Sticky glue

BTM A6



Magic paintbrush

BTM A7



Pulley

BTM A8



Mirror

BTM A9



Giant fan

BTM A10



Beaver helper

BTM A11



Elastic band

BTM A12



Toy train

BTM A13



Giant leaf

BTM A14



Slow-time spell

BTM A15



Magic door

New Starting Points

Choose one start. The first action always goes to the RIGHT of the picture.

START

BTM S1

Mushroom Village



Your team begins on a giant mushroom.

1

1 ACTION TO BEGIN

Place your first Action Card here

START

BTM S2

Cloud Balloon



Your basket floats high above the clouds.

1

1 ACTION TO BEGIN

Place your first Action Card here

New Starting Points

Choose one start. The first action always goes to the RIGHT of the picture.

START

BTM S3

Hidden Burrow



1

1 ACTION TO BEGIN

Place your first Action Card here

Your team starts beneath the tree roots.

START

BTM S4

Ice Floe



1

1 ACTION TO BEGIN

Place your first Action Card here

Calm water surrounds your floating ice.

Optional Surprises

Shuffle separately. Draw before legs 2 and 4. Each card affects the next leg only.

OPTIONAL SURPRISE

Tiny Explorers



For this leg, imagine you are as small as a mouse. Explain how your plan works at your new size.

NEXT LEG ONLY / KEEP THE ACTION COUNT

BTM E1

OPTIONAL SURPRISE

Extra Passenger



A tiny lost creature joins you. Include how it travels with your team in your next plan.

NEXT LEG ONLY / KEEP THE ACTION COUNT

BTM E2

OPTIONAL SURPRISE

Precious Parcel



Your team is carrying a delicate present. Explain how you protect it on the next leg.

NEXT LEG ONLY / KEEP THE ACTION COUNT

BTM E3

OPTIONAL SURPRISE

Quiet Quest



Try explaining your next plan with gestures or a quiet voice. Use normal words whenever you need to.

NEXT LEG ONLY / KEEP THE ACTION COUNT

BTM E4

OPTIONAL SURPRISE

Windy Weather



A playful breeze arrives. Include how your next plan works with the wind around you.

NEXT LEG ONLY / KEEP THE ACTION COUNT

BTM E5

OPTIONAL SURPRISE

Teamwork Time



Everyone suggests one idea for the next leg. The leader chooses the final plan, and anyone may help explain.

NEXT LEG ONLY / KEEP THE ACTION COUNT

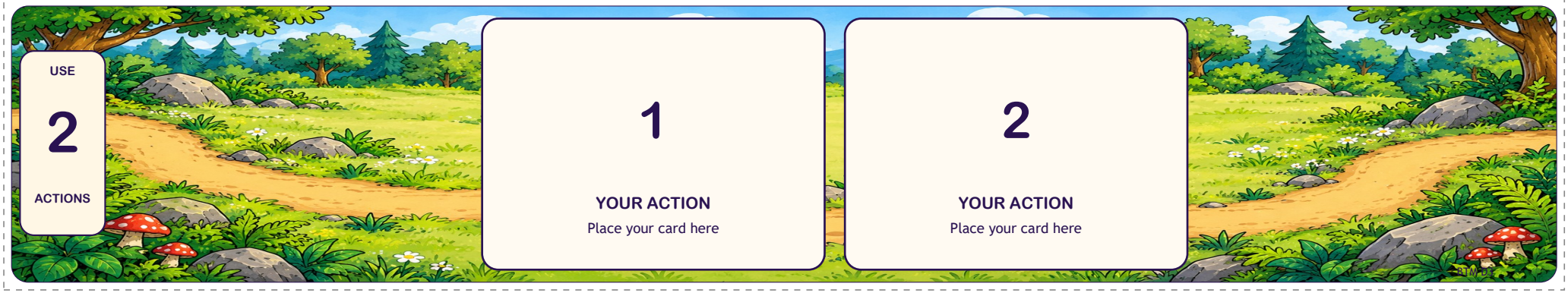
BTM E6

Extra Distance Markers

Add these four strips to the original eight. Set aside one 1-action strip before drawing.







A4: 100% / Letter: 94% / Same scale for all pieces / Cut outer dashed lines only

Extra Distance Markers

Add these four strips to the original eight. Set aside one 1-action strip before drawing.



YOUR EXPANDED STRIP POOL

Three 1s, five 2s, three 3s and one 4 = twelve strips. Your start supplies its own first space, so set aside one 1-action strip. Shuffle the other eleven and draw five for three players, or seven for four.

Keep the strips whole. Their spaces fit the original Action Cards. All pieces must be printed at the same scale.