



⚠ WARNING:
CHOKING HAZARD-Small parts.
Not for children under 3 years.



For 2 to 4 players
AGES 5+

OBJECT OF THE GAME

Golly y'all, Mater here! Are you ready for a race? All ya gotta do is be the first to get all four of your cars around this here racetrack and into your Victory Lane. Other doggone racers are gonna get in your way, so you gotta rev up that engine and fly on by!

CONTENTS

1 Plastic game unit with POP-O-MATIC® die roller • Gameboard • 16 Plastic playing pawns • 4 Rubber gameboard feet • Label sheet

ASSEMBLY

- 1. Apply the labels to the pegs. Francesco is green, Carla is yellow, Raoul is blue and Lightning McQueen is red.*
- 2. Tuck the edges of the gameboard into the tray. (See Figure 1.)*



Figure 1



Figure 2

- 3. Attach the 4 rubber gameboard feet to the underside of the plastic unit. (See Figure 2.)*

SETUP

1. Select a character and put one of your cars on the Start space. Put the other three in your Starting area. (See Figure 3.) If two players are racing, they should sit opposite each other. (e.g., green against red or yellow against blue.)

2. The youngest player goes first. Play then continues to the left.

HOW TO PLAY

A turn consists of one pop and a move (if possible).

1. Any time a green flag is popped, **everyone** can move a car onto their Start space. (See Figure 3.) If you already have one of your cars on your Start space you can't move a new car 'til the other one moves out of the way.

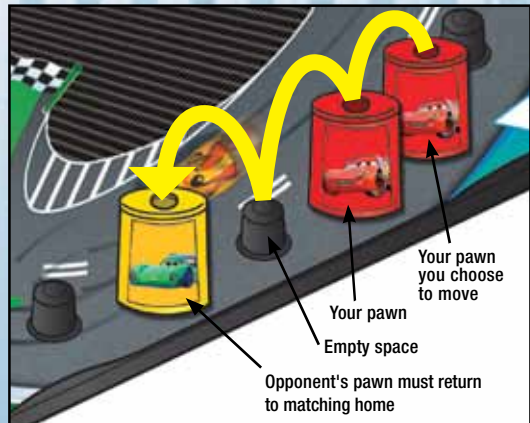
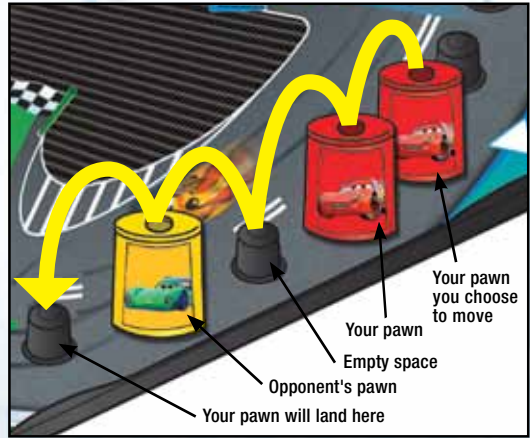
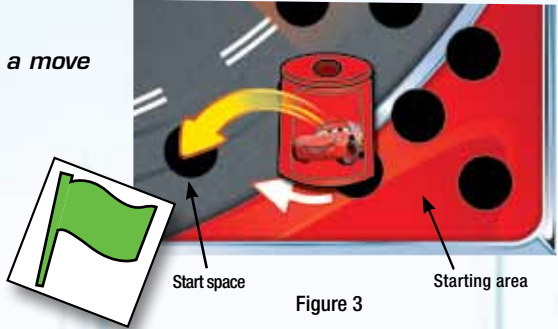
2. If you popped a green flag, keep on poppin' until you get a number. Once you pop a number, move any one of your cars clockwise 'round the track. Count each space whether it is empty or full. (See Figure 4.)

• If your car lands on a space with an opponent's car on it, send that car back to its Starting area. (See Figure 5.)

Your car now occupies that space.

• If another player's car is on your Start space when a green flag is popped and you want to move a new car out, the other player's car is sent back to its Starting area. Now you can move a new car onto your Start space.

• You can't land on your own car. Move ahead to the next empty space.



VICTORY LANE RULES

- When your car has made it around the track once, follow the arrow to enter your Victory Lane. (Make sure it's your Victory Lane and not someone else's!) (See Figure 6.)
- Pop any number that could get you into your Victory Lane and move your car onto any open Victory Lane space. (See Figure 7.)

HOLY SHOOT! YOU WON!

Move all 4 of your cars once around the gameboard and into Victory Lane to win! The game keeps on goin' to see who comes in second and third. (See Figure 8.)



Figure 8



Figure 6

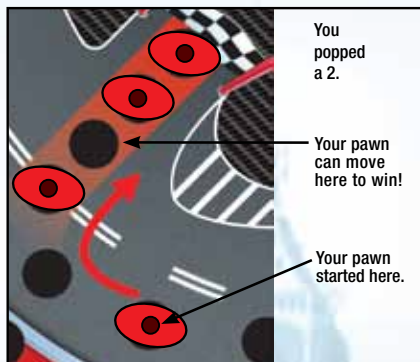


Figure 7



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Hasbro Australia Ltd., Level 2, 37-41 Oxford Street, Epping, NSW 2121, Australia. ☎ 1300 138 697. Hasbro NZ (a branch of Hasbro Australia Ltd.), 221 Albany Highway, Auckland, New Zealand. ☎ 0508 828 200. 1012897400



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