

POPUP Games™



GAME CONTENTS

- 1 Game board/package
- 1 Instruction sheet
- 1 Six-sided die
- 4 Mover bases (plastic)
- 4 Mover characters (cardboard)
- 16 Puzzle tiles

Road Rally™

Please remove all components and compare them to the content list. If any items are missing, please call 1-800-524-TOYS (8697). Outside the U.S., please consult your telephone directory for a listing of your local Mattel office.

BEFORE PLAY BEGINS

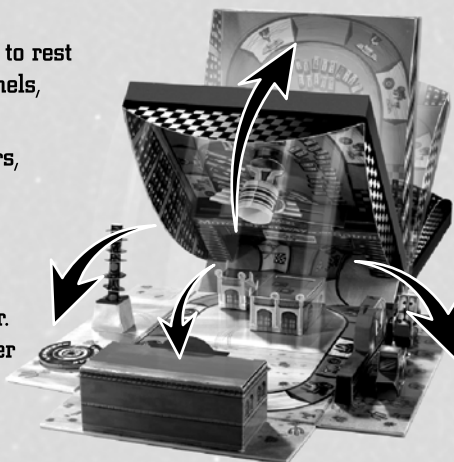
Lift the top of the package, folding it backwards until it comes to rest on a flat surface. Then, gently fold down the 3 bottom side panels, fully revealing the pop up structures.



Storage Structure

Remove puzzle pieces, movers, mover bases, and die from storage structure.

Players should choose and assemble their desired mover. Insert the cardboard character movers into the plastic mover bases.



Place 4 sets of matching puzzle pieces at designated locations around the board (as shown). A set is 4 puzzle pieces with the same icons. Example: All Checkered Flag icons are located in the lower right corner of puzzles pieces. All Tire icons are located in the upper left corner, etc.



Tires go here!

Tire puzzle pieces fit in the slots on the roof of the Casa Della Tires building.



Checkered Flags here!

Checkered Flag puzzle pieces fit in the slots on top of the Speedway arch.



Tractors here!

Place the Tractor puzzle pieces between the tractors in the slot at the base of Frank the Combine.



Piston Cups here!

Put the Piston Cup puzzle pieces in the red rectangle located in the infield near the trophy.

HOW TO PLAY

1. Each player chooses a mover and gets ready to play. The youngest player goes first.
2. Player #1 places his or her mover on the starting space (see Types of Spaces, below) and rolls the die to learn what color space to which he/she will move.
3. Player #1 moves, clockwise, to the first space that matches the color on the die.

NOTE: Later in the game if a space is occupied, place **YOUR MOVER** on the next space.

4. When a player lands on a space, he or she can do one of several actions: collect a puzzle piece, lose a turn, or do nothing. (See Types of Spaces)
5. Players take turns rolling the die, moving around the board and collecting puzzle pieces.

NOTE: When collecting puzzle pieces, be sure that a partial (1/4) image of **YOUR MOVER** is displayed, as well as the appropriate icon.



Start & Finish



When players' puzzles are complete they should create a full image of their matching mover.

TYPES OF SPACES:



Start/Finish Space

This space begins and ends the game.



Wild Spaces

Collect any puzzle piece that matches one of the icons on the Wild Space.



Skid Spaces

Players landing on the Skid Space lose their next turn.



Blank Space (color only)

No action is taken on this space.



Collection Spaces

Players earn puzzle pieces by landing on specific Collection Spaces. Example: When a player lands on a Tire, Tractor, or Piston Cup Space, a Tire, Tractor or Piston Cup puzzle piece can be collected. When players land on, or pass over, the Checkered Flag Space they automatically collect a Checkered Flag puzzle piece.

If a player already has that puzzle piece, nothing happens.

ENDING PLAY

The first player to collect all the pieces, complete their puzzle and cross the finish line wins the game. Occasionally, a player will reach the Finish Space without having collected all the puzzle pieces. In this case, the player shall continue play, moving on around the racetrack until he or she gets the needed puzzle piece. If another player reaches the finish space with all of his or her puzzle pieces, that player wins the game.

FOR ADVANCED PLAYERS

Play the game as before, but with this addition. When a player lands on ANY space displaying a Tire or Piston Cup, he or she must earn their puzzle piece by turning the matching dial 1/4 turn in a clockwise direction.

If the appropriate image appears, take a puzzle piece from the designated area. If the appropriate image does NOT appear after a 1/4 turn of the dial, the player does NOT get a puzzle piece and the play continues with the next player.



Turn Clockwise

AFTER PLAYING

To avoid damaging the pop-up game board when closing it for storage, follow these directions.



Close Carefully

Place the puzzle pieces, movers, and die in the designated storage area. Then, carefully lift the (3) side panels of the game board to re-create the bottom of the box/package. Then, lift the bottom, holding the panels in place, and gently insert them inside the lid of the package, which should be resting on the flat playing surface.



1/4 Turn