



Tractor Tipping™ Game

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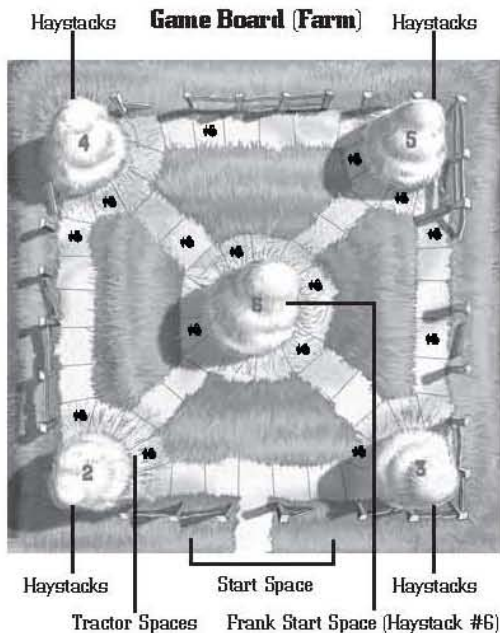
- 1 Game Board
- 16 Tractors
- 4 Character Playing Pieces
- 1 Frank Playing Piece
- 1 Die (Frank Icon + 2-6)

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.

Object

Score points by tipping and collecting tractors. But be careful not to wake Frank or you could lose tractors that you've already collected!

MAP OF THE FARM



Die



Tractor



Frank

Character Playing Pieces ("Vehicles")



Mater



Sally Carrera



Lightning McQueen



Doc Hudson

Setup

- Randomly place one Tractor on each of the Tractor Spaces.
- Place Frank on the Frank Start Space (Haystack #6).
- Each Player chooses a Character Playing Piece and places it on the Start Space. This will be your "Vehicle" for the game.

Let's Go Tippin'!

- The youngest Player goes first and play moves clockwise (to your left).
- On your turn, roll the Die and move your Vehicle that number of Spaces in any direction you wish.
- Players cannot share Spaces. If you land on a Space already occupied by another Vehicle, detour around it and move to the next unoccupied Space. EXCEPTION: Players CAN share the Start Space.

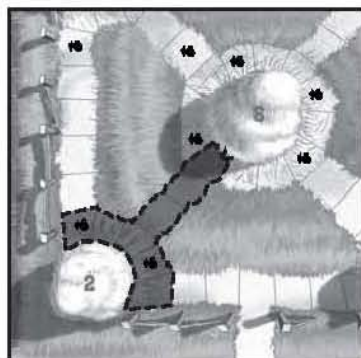
Tipping Tractors

- If you land on a Space occupied by a Tractor, you have scared that Tractor into tipping! Make a *rude* sound ("pblssst" or whatever you think is funny) as you tip it over and see how many points you have earned (1 or 2) marked underneath.
- You will be adding the points for all of the Tractors you collect as you continue to play the game. Place the Tractor in front of you where you can see your points; you do not have to show your points to other Players.
- You do not need an exact roll to land on a Tractor Space. For instance, if you roll a 5, but there's a Tractor only 3 spaces away, you can stop there and tip that Tractor.

Waking Frank

- ♦ If you roll the Frank icon on the Die, you have woken Frank! Roll the Die again to determine Frank's movement. Frank moves in a straight line from the Haystack he was just sleeping in to the Haystack that corresponds to the number you rolled.
- ♦ Any Vehicle directly in Frank's path, or on any of the hay-strewn Spaces that surround the Haystack where Frank stops, has been caught by Frank (see Example).

Example



If Frank moves from Haystack #6 to Haystack #2, any Vehicle (Character Playing Piece) in the shaded area has been "caught by Frank."

NOTE: Tractors cannot be "caught" by Frank.

- ♦ Any Vehicle caught by Frank must go back to the Start Space AND that Player loses the last Tractor collected (if he/she has one), as well as its points value.
- ♦ The Player that woke Frank decides where the lost Tractors go and places each on any available Tractor Space on the Board.
- ♦ Once Frank is done catching all of the Vehicles he can on his move, he goes right back to sleep. Vehicles may safely land on Spaces around the Haystack where Frank is snoozing, and are only affected by him when he is awake.
- ♦ If a Player has rolled Frank to wake him, and then rolls Frank again when determining his movement, the second Frank cancels the first out and he goes back to sleep. He remains on his current Haystack and no Vehicles have been caught.

Winning

Players keep a running tally in their heads of how many points they have. The amount of Points you need to win depends on the number of Players, as follows:

2 Players = 11 Points

3 Players = 9 Points

4 Players = 7 Points

The first Player to earn the appropriate amount of Points wins!

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