

CONTENTS:
3 die cast Monster Jam Trucks
1 game board
68 playing cards
12 guess marker cards
4-checkered flag markers
Instructions

OBJECT OF THE GAME
Be the first player to score 10-checkered flag points by correctly guessing the order the trucks finish the race.

GAME SET-UP
Open the game board in center of the playing area.

Place the Monster Jam Trucks on their corresponding start spaces on the board. Hot Wheels® starts on the blue space, Grave Digger® starts on the green space and He-Man® starts on the yellow space.

Starting Position
Every player receives a set of Guess Marker cards and a checkered flag token.

POWER CARDS
Accelerator Card: Cards with colored numbers move the truck of that color that many spaces, either forward or backwards. Example: A blue 2 can move the blue truck either 2 spaces towards or away from the finish line.)

Tune Up Card: Tune Up Cards are wild cards and can move ANY colored truck the number of spaces on the card.

NO2 Card: When you play this card, you must call out the colored truck you want to give an added speed boost. This speed boost allows you to move the called out truck forward or backward 4 spaces. Discard the **NO2** card after it is played.

Crash Card: When you play this card, you must choose which colored truck you wish to slow down. This card is then laid in front of the truck you choose turning 2 spaces of the truck's path into 5 spaces. Move through the crash by lining up a left front tire with each numbered space.

Spinout Card: When you play this card, you must decide which colored truck to disable for a turn. Place this card under the truck you choose and **NO ONE** may play ANY cards on that truck until the beginning of your next turn. When it is your turn again remove the card from the board.

HOW TO PLAY
The oldest player deals everyone 7 cards.

Players look at their cards and try to guess in which order the trucks will finish. **Example:** If you have 4 blue cards, 2 green cards and 1 yellow card you might want to guess the trucks will finish Blue "Hot Wheels" first, Green "Grave Digger" second and Yellow "He-Man" third.

Make your guess and place your three Guess Marker cards face down in front of you left to right (1st place, 2nd place and 3rd place) in the order you guess the trucks will finish. Once you lay your guess cards down you may look at your guess but you may not change your guess.

The player to the left of the dealer plays the first card. This becomes the discard pile. Play moves clockwise.

You may play any type of card on your turn. **Accelerator Cards** must be played on trucks that match the color of the card. **The Tune Up, NO2, Crash, Spinout, and Double Play** cards can be played on trucks of any color.

When your turn is done, draw enough cards to bring the total number of cards in your hand back to 7.

If the draw pile runs out, shuffle the discard pile and use it as the draw pile.

ROAD RULES
Each space is counted by moving the front wheels of the truck onto it.

After a truck has crossed the finish line, cards may not be played against it. The cards of the first place truck become wild after it has finished.

When a truck finishes the race, it is moved off the board and placed in front of the space that matches its placement in the race.

After all three trucks finish the race, players turn over their Guess Marker Cards and reveal their guesses. One Checkered flag point is awarded for every correct guess. Each checkered flag point allows players to move their token 1 space. Use the numbered checkered flag area to record your points.

WINNING THE GAME
First player to score 10 Checkered flag points wins!

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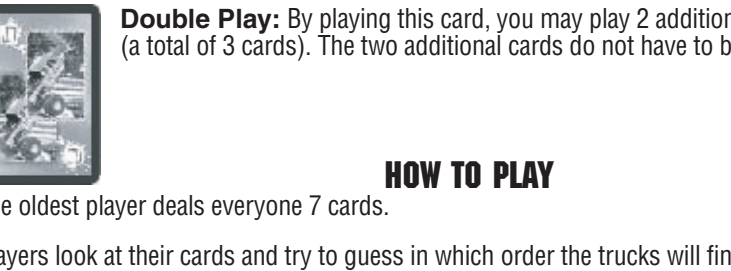
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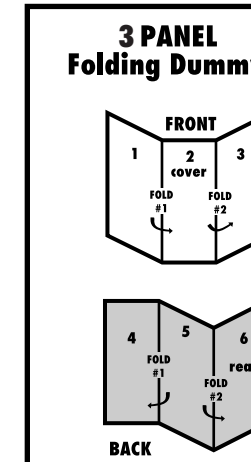
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INSTRUCTION SHEET SPECIFICATIONS

Toy No.: HW Monster Jam Truck
Part No.: B2312
Part No.: 0720
Trim Size: 17"W x 11" H
Folded Size: 5.6" W x 11" H
Type of Fold: 3-Panel
colors: One
Color: One
Paper Stock: White Offset
Paper Weight: 70 lb.
EDM No.:



Carte double jeu: Quand vous jouez cette carte, vous pouvez en jouer 2 autres lors du même tour (pour un total de 3 cartes). Il n'est pas nécessaire que les 2 cartes additionnelles soient de la même couleur.

POUR JOUER
Le joueur le plus vieux distribue 7 cartes à chaque joueur.

Les joueurs regardent leurs cartes et essaient de deviner dans quel ordre les camions finiront. **Par exemple :** Si vous avez 4 cartes bleues, 2 cartes vertes et 1 carte jaune, vous pourriez prédire que le camion bleu arrivera en premier, le vert en deuxième et le rouge en troisième.

Faites vos prédictions et placez vos trois cartes de prédictions face cachée devant vous, de gauche à droite (1re place, 2e place et 3e place) dans l'ordre que vous préférez. Une fois que vous avez placé vos cartes de prédictions, vous pouvez les regarder mais vous ne pouvez pas les changer.

Le joueur à gauche du donneur joue la première carte. Elle forme l'écart. Le jeu se poursuit dans le sens horaire.

Quand c'est votre tour, vous pouvez jouer n'importe quel type de carte. Les **cartes accélération** doivent être jouées avec des camions de la couleur qui leur correspond. Les **cartes mise au point, NO2, collision, retard et double jeu** peuvent être jouées avec des camions de n'importe quelle couleur.

Une fois votre tour terminé, pigez suffisamment de cartes pour en avoir 7 en main.

Si le talon est épuisé, brassez les cartes de l'écart et formez un nouveau talon.

GUIDE DE LA ROUTE
Chaque case est comptée en y mettant les roues avant du camion.

Une fois qu'un camion a franchi la ligne d'arrivée, aucune carte ne peut être jouée contre lui. Les cartes qui lui correspondent deviennent des cartes «blanches».

Une fois qu'un camion a terminé la course, il est retiré de la planche de jeu et placé devant la case qui correspond à son rang dans la course.

Pointage et points damier

Une fois que les trois camions ont terminé la course, les joueurs retournent leurs cartes de prédictions et révèlent leurs prédictions aux autres. Un point damier est attribué pour chaque bonne prédiction. Un point damier permet à un joueur de déplacer son jeton de une case. Servez-vous de la zone en damier numérotée pour inscrire les points.

LE GAGNANT
Le premier joueur qui accumule 10 points damier gagne la partie!

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CONTENTS:
3 monster trucks de metal de vaciado
1 tablero del juego
68 cartas de juego
12 cartas de marcador de advinanza
4 marcadores de bandera a cuadros
Instrucciones

OBJETIVO DEL JUEGO
Ser el primer jugador en ganar 10 puntos de bandera a cuadros adivinando correctamente el orden en que los monster trucks cruzan la meta.

PREPARACIÓN DEL JUEGO
Abre el juego en el centro del área de juego.

Coloca los monster trucks de metal de vaciado en sus respectivos espacios de inicio en el tablero. Hot Wheels® empieza en el espacio azul, Grave Digger® empieza en el espacio verde y He-Man® empieza en el espacio amarillo.

Cartas marcadoras de advinanza
Fichas de bandera a cuadros

CARTAS DE PODER
Carta de aceleración: Las cartas con números de color mueven el monster truck de dicho color ese número de espacios, ya sea, para adelante o atrás. **Por ejemplo:** Un 2 azul puede mover el monster truck azul 2 espacios en dirección a la meta o en dirección opuesta a la meta.

Carta de afinación: Las cartas de afinación son comodines y pueden mover CUALQUIER monster truck (no importa el color) la cantidad de espacios en la carta.

Carta NO2: Cuando juegas esta carta, tienes que decir a cuál monster truck le quieres dar un impulso de velocidad adicional. Este impulso de velocidad te permite mover el monster truck de tu elección 4 espacios para adelante o atrás. Descarta la carta **NO2** después de usarla.

Carta de choque: Cuando juegas esta carta, tienes que decir a cuál monster truck le quieres reducir la velocidad. Tienes que poner la carta enfrente del monster truck de convirtiéndolo 2 espacios del camino del monster truck en 5 espacios. Avanza por el choque alineando una rueda delantera izquierda con cada espacio numerado.

Carta de trompo: Cuando juegas esta carta, tienes que decidir cuál monster truck deshabilitar por un turno. Pon la carta debajo del monster truck de tu elección. **NADIE** puede jugar **NINGUNA** carta en dicho monster truck hasta el comienzo de tu próximo turno. Cuando vuelva a ser tu turno, quita la carta del tablero.

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Carta de doble juego: Cuando juegas esta carta, puedes jugar 2 cartas adicionales en tu turno (un total de 3 cartas). Las dos cartas adicionales no tienen que ser del mismo color.

REGLAS DEL JUEGO
El mayor de los jugadores le reparte 7 cartas a cada jugador.

Los jugadores ven sus cartas y tratan de adivinar en qué orden llegarán los monster trucks a la meta. **Por ejemplo:** Si tienes 4 cartas azules, 2 verdes y 1 roja, puedes adivinar que el monster truck azul llegará primero, luego el verde y, por último, el rojo.

Decide el orden en que van a llegar a la meta los monster trucks y pon tus tres cartas marcadoras de advinanza cara abajo enfrente de ti, de izquierda a derecha (1er lugar, 2do lugar y 3er lugar) en el orden en que piensas que acabarán los monster trucks. Después de poner tus cartas de advinanza enfrente de ti, puedes verlas pero no puedes cambiarlas de orden.

El jugador a la izquierda del repartidor juega la primera carta. Ésta pasará a formar la pila para descartar. El juego continúa en dirección de las manecillas del reloj.

Puedes jugar cualquier tipo de carta en tu turno. Las **cartas de aceleración** se tienen que usar con monster trucks que sean del mismo color que el de la carta. Las **cartas de afinación, NO2, choque, trompo y doble juego** se pueden usar con monster trucks de cualquier color.

Cuando se acabe tu turno, roba las suficientes cartas para que tengas 7 cartas en tu mano.

Si la pila para robar se acaba, revuelve la pila para descartar y úsala como pila para robar.

REGLAS DEL CAMINO
Cada espacio se cuenta moviendo las ruedas delanteras del monster truck al espacio.

Después de que un monster truck cruza la meta, no se pueden usar cartas en contra de dicho monster truck. Las cartas del monster truck ganador se convierten en comodines después de que éste llega a la meta.

Después de que un monster truck acaba la carrera, quítalo del tablero y ponlo enfrente del espacio correspondiente al lugar en el que llegó en la carrera.

Después de que los tres monster trucks acaban la carrera, los jugadores voltean sus cartas marcadoras de advinanza y dan a conocer sus resultados. Por cada advinanza correcta, se ganan un punto de bandera a cuadros. Por cada punto de bandera a cuadros que se ganen, los jugadores pueden mover su ficha un espacio. Usa el área numerada de bandera a cuadros para registrar puntos.

GANAR EL JUEGO
El primer jugador en ganar 10 puntos de bandera a cuadros gana!

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