

Ages 3+



2 Players or Teams

15 Minutes

Launch 'N' RACE

GAME



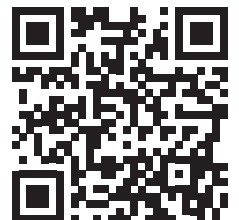
INSTRUCTIONS

CONTENTS: Game Board,
Lightning McQueen, Mater,
2 Track Pieces, Barricade with Sign,
Spinner, 2 Lap Tokens, 6 Turbo
Cards, Instructions

WATCH THE VIDEO

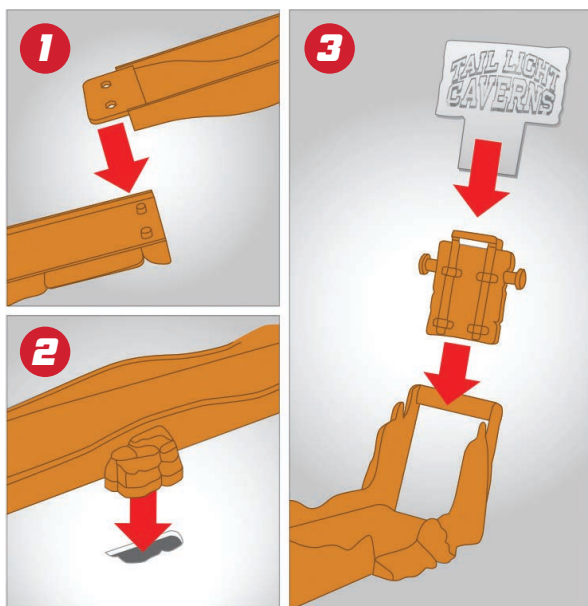
to learn how to set up and play!
Or keep reading these instructions!

funkogames.com/PlayLaunchNRace



LAUNCHER SETUP

- 1 Connect the two track pieces together.
- 2 Press the track into the game board so the rocks fit firmly in the holes.
- 3 Insert the Tail Light Caverns sign into the barricade. Set the barricade in the groove at the end of the track as shown.



GAME SETUP

- 1 Shuffle the six Turbo cards and place them face down on their spot on the board.
- 2 Place both Lap tokens on the **GO!** spot.



LAP TOKENS

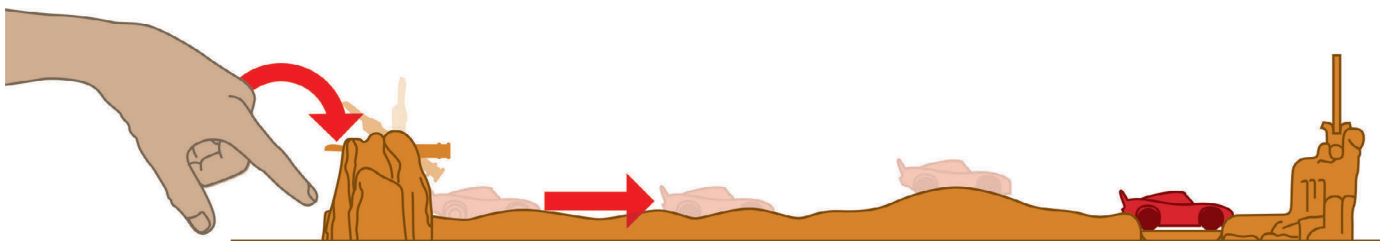
GO SPOT

- 3 Each player picks a team, Lightning McQueen (red) or Mater (brown). At least one player should be on each team.

GOAL Be the first team to complete four laps by launching your car and racing around the board.

PRACTICE LAUNCHING YOUR CAR

Place your car in front of the launcher so its back bumper is against the paddle. Use one finger to pop the button and launch your car.



Practice launching right now! You want to get your car on top of the hill or just past it without going through the sign. Each player can practice three times.

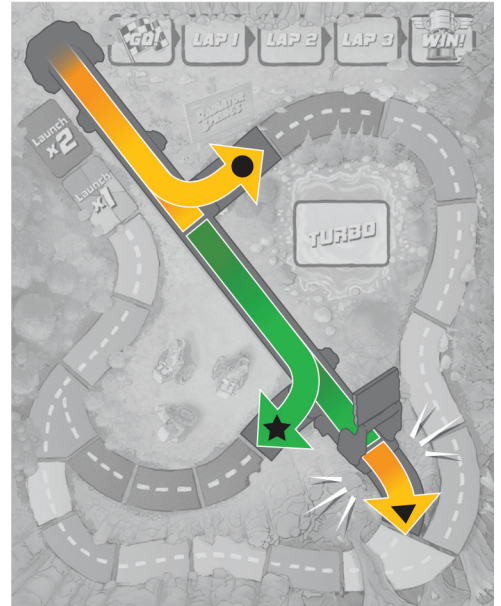
LAUNCH YOUR CAR

When everyone's practiced launching, it's time to start the race! One player from each team launches their car.

After you launch, place your car on the board:

- If you didn't make it over the hill, place your car on the ● space.
- If you knock over the sign (or fly off the track!), place your car on the ▲ space. Reset the sign.
- If you made it on top of the hill or just past it, place your car on the ★ space.

Cars may share spaces. After both cars have been launched and placed, the youngest player takes the first turn.



ON YOUR TURN, SPIN THE SPINNER

- If you spin a number, drive your car that many spaces. Both cars can share the same space.
- If you spin **DRAW TURBO and 1**, draw a Turbo card, then drive your car one more space.
- If you spin **DRAW TURBO or SPIN**, choose to either draw a Turbo card **or** spin again!

Now it's the other team's turn.

(If you have teammates, have a different player spin each turn!)

TURBO CARDS

When you draw a Turbo card, show it to everyone, then drive your car to the next space matching the color! Then place the card on the bottom of the Turbo card pile.

NOTE: The **LAUNCH 1** space next to the launcher counts as all six colors.



COMPLETING A LAP



When your car reaches the **LAUNCH 1** or the **LAUNCH 2** space, you complete a lap! Move your Lap token to the next spot.



Then start your next lap by launching your car! (If you have teammates, have a different player launch each lap.)

If you completed your lap by landing on the **LAUNCH 2** space, you can choose to launch one extra time if you don't like your first launch!

The first team to move their Lap token to the WIN spot wins the game!



ADVANCED GAME

To add more strategy, try playing with these changes:

- At the start of the game, each player draws one Turbo card. If one team has fewer players than the other, one player on that team can draw an extra Turbo card.
- You can keep Turbo cards until you want to play them, and you can have any number of Turbo cards at one time.
- On your turn you can play **one** Turbo card, either before or after you spin and drive your car. Place the card on the bottom of the pile.
- You can only use your own Turbo cards—not your teammates'.