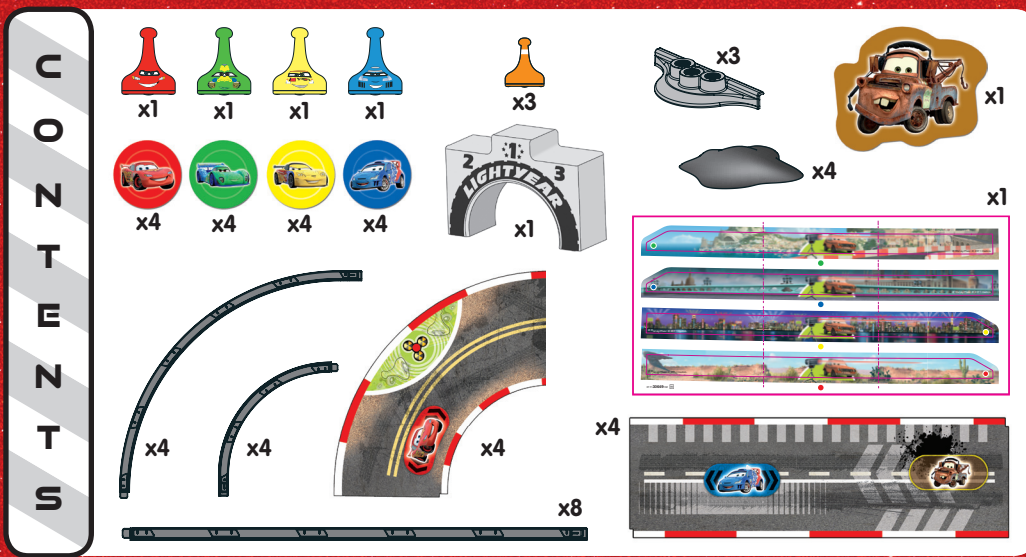
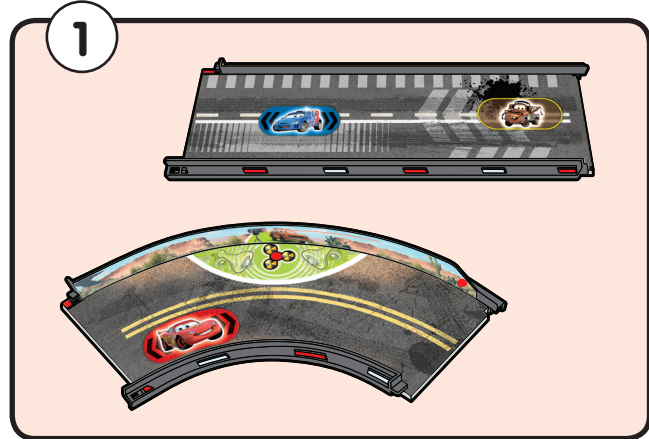


Disney Pixar  
**Cars**  
**SORRY!**  
**SLIDERS**  
ADULT ASSEMBLY REQUIRED

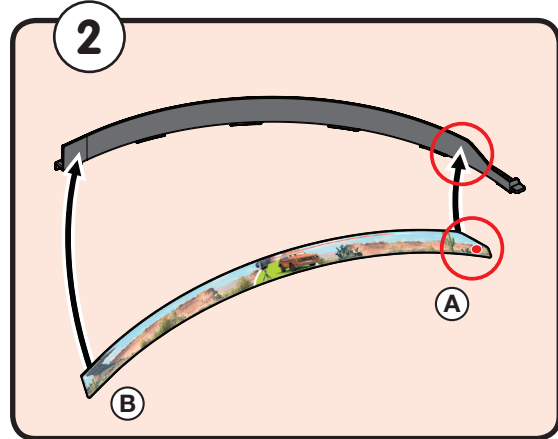
AGES  
**6+**  
2-4  
PLAYERS



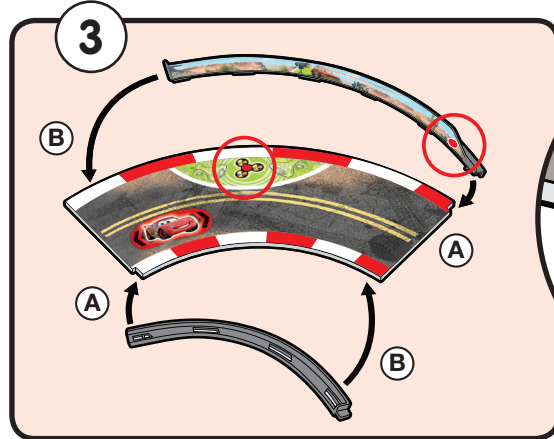
**THE FIRST TIME YOU PLAY** You only need to do this once!



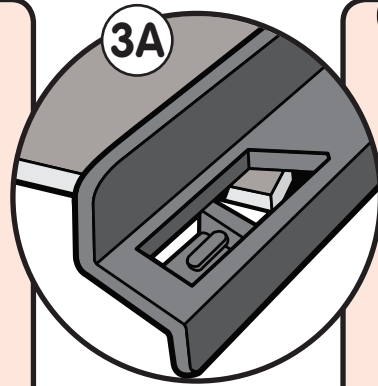
1. Example of 2 finished track pieces. Follow these steps to put barriers on all your track pieces.



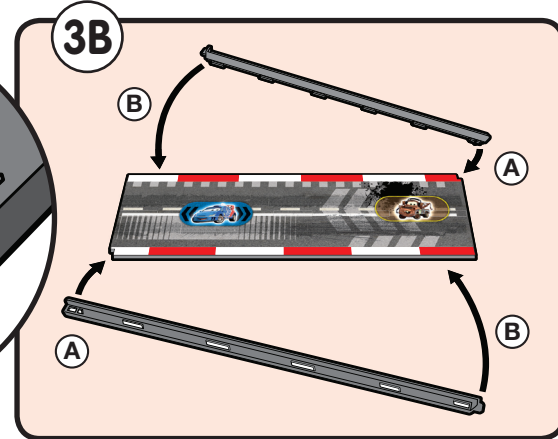
2. Stick the stickers onto the **inside** of the curved barriers. Match the angled end of the sticker (circled) to the angled part of the barrier.



3. For the curved barriers, match the track to the barrier using the colored dots (circled).



• Attach the barriers to the tracks. Start by angling the notch on the track (A) into the barrier (3A).

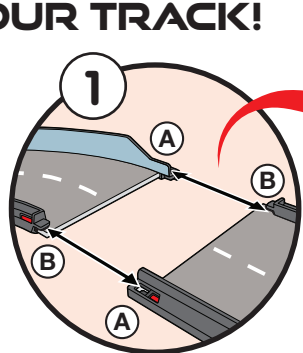


• Do the same with the straight barriers. • Make sure tab (B) is **on top of** the track.

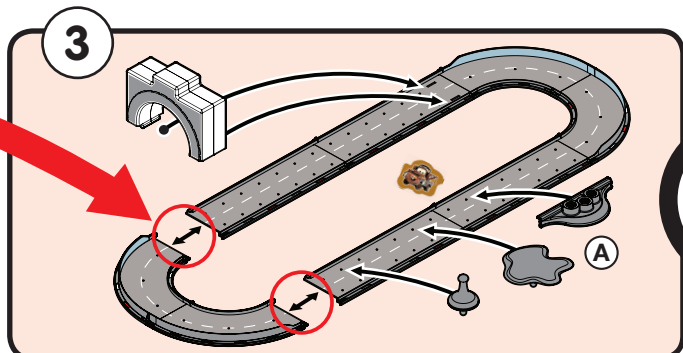
**BUILD YOUR TRACK!**

1. On a flat surface, push the tracks together.

Part (A) slides in between tab (B) and the track.



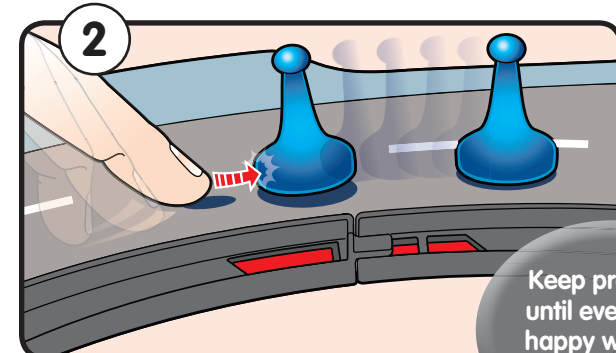
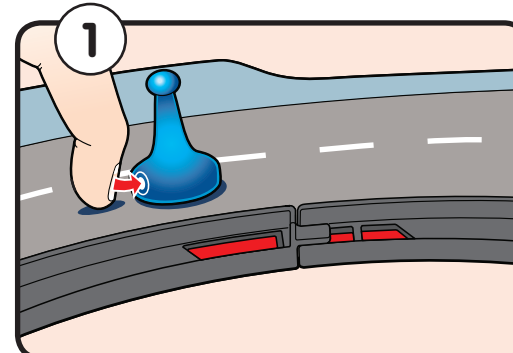
2. Carefully remove the oil spills and barrier bumps from their plastic frames. If needed, use an emery board or sandpaper to remove any excess plastic. Throw away the frame when you're done.



3. Push the traffic cones, oil spills and barrier bumps (A) into the holes in the track. Put them anywhere you want, but make sure barrier bumps are flat against a barrier. Put the Mater token in the middle.

**PRACTICE YOUR MOVES!**

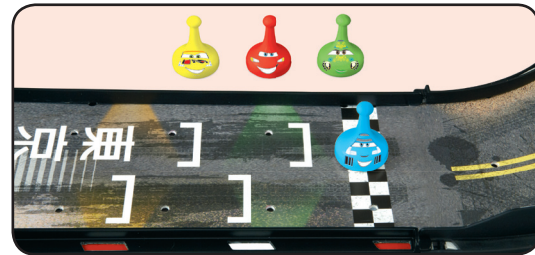
1. All choose a racer and place it anywhere on the track. Give yourself some space between each player.  
2. Practice flicking your racer like this. This is an example. Official technique is up to you!



Keep practicing until everyone is happy with their flicking technique.

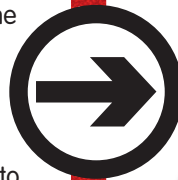
## WHO GOES FIRST?

Decide who goes first with this mini test. The player who gets their racer in front of everyone else gets to start the race.



1. Pick a player to start (it doesn't matter who).
2. Starting player! Put your racer on the start line and when you're ready, flick it as far along the track as you can. You only get one shot, so make it count!

3. Once the racer stops, place it just outside the track where it stopped (to clear the track for the next player). Now it's the next player's turn.
4. When everyone's finished, see who was in 1st, 2nd, 3rd or 4th place. Put racers on the start positions in this order.
5. This is your start order. Put a lap counter next to the track in order of who's starting.



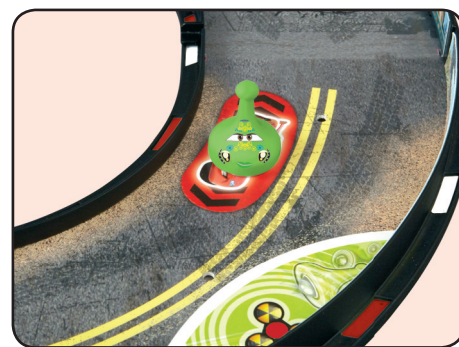
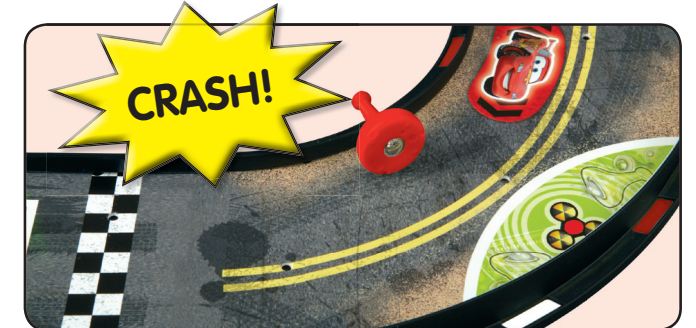
## IT'S RACE TIME!

1. Take turns to flick your way around the board. Each player gets 2 flicks on their turn.

### Important Flick Fact

Flick carefully! If your racer crashes on your first flick, you **don't** get a second chance.

2. Watch out for danger zones and bonus zones (see Zones).
3. Every time you make it to the finish line, add another lap counter to your total.
4. Once you've got 4 lap counters, it's a final race around the track! The first one to cross the finish line wins! If your racer falls over or flies off the track, put it back where you started. Your turn is over.



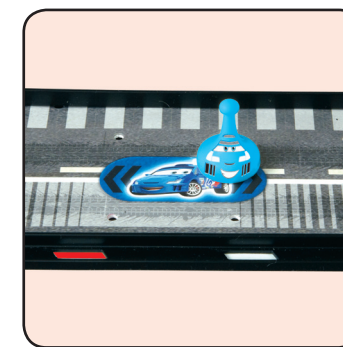
## ANOTHER PLAYER'S BOOST ZONE

Uh-oh. If you land on or are bumped onto another player's Boost Zone, they can **immediately** flick your racer wherever they want. SORRY!



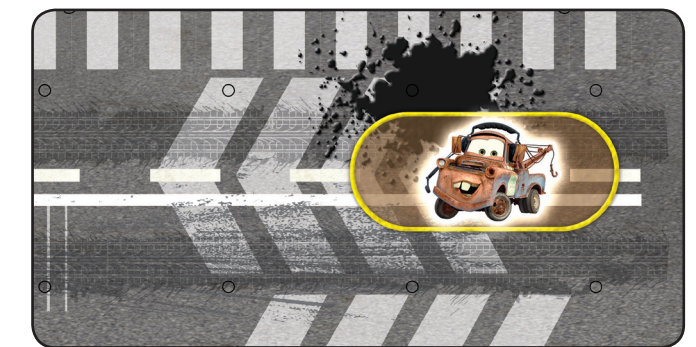
## RADIATION ZONE

You've lost control! When you flick from here, do it with your eyes closed! SORRY!



## YOUR OWN BOOST ZONE

Yeah! Immediately have another flick! Even if you were bumped onto here!



**MATER ZONE:** Take and keep the Mater token. If someone else has it, SORRY! It's yours now! To use it, place it in the middle. Now, if:

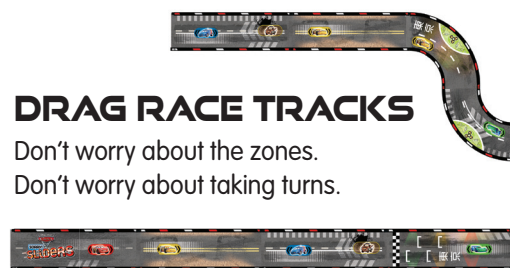
- Your racer falls over or flies off – your turn isn't over, try again!
- You flick from a radiation zone – keep your eyes open when you flick!
- You land in another player's boost zone – they can't flick your racer!

## ZONES: WHERE'S YOUR RACER?

## MORE FUN TRACKS TO BUILD!



Play as above.



## DRAG RACE TRACKS

Don't worry about the zones. Don't worry about taking turns.

Just be the first person to flick their racer from start to finish and win!

## DON'T FORGET TO PACK UP!

Put the track pieces (leave the rails on), obstacles, tokens, racers and podium at the bottom of the box!



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