

Toy Time Race GAME

FOR 2 TO 4 PLAYERS

AGES 4+

INSTRUCTIONS

- Contents:**
- Gameboard • 4 Two-Ounce Cans of PLAY-DOH® Compound
 - 4 Plastic Gears, Hubs and Bases • Recycle Stamper
 - 4 Toy Molds (Mr. Potato Head™, Chuck the Dump Truck™, My Little Pony™ and Can of PLAY-DOH®)
 - Spinner board, base and arrow • Gift Box • Recycle Box

Adult Assembly Required.

OBJECT

Race your PLAY-DOH® toys through the Fun Factory toward the Gift Box at the end of the Fun Factory Assembly Line. Have fun moving along the gears and turning them round and round... but watch out for the Recycle Stamper! To win, be the first to get two toys into the Gift Box!

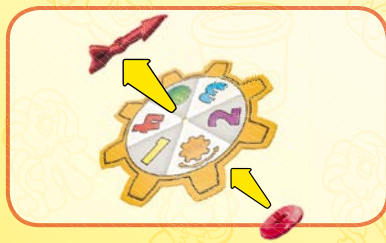
GAME SETUP



ASSEMBLING YOUR GAME PARTS

Remove the game parts from their cardboard sheets and plastic wrappings. Discard the waste. Carefully detach the spinner base, arrow, and toy molds from their plastic runners. Discard the runners. If needed, use an emery board or sandpaper to remove any excess plastic from the game parts.

SPINNER ASSEMBLY

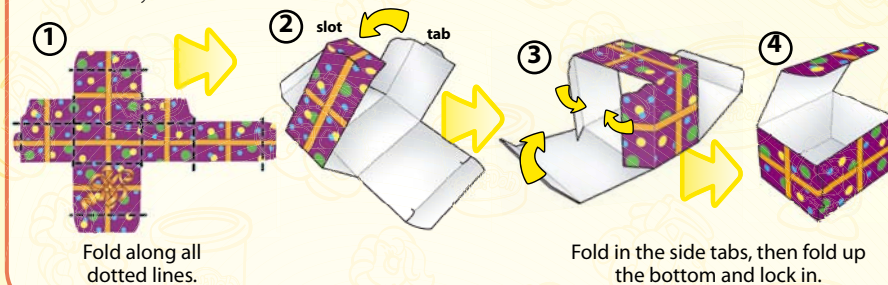


TOY MOLD ASSEMBLY



GIFT & RECYCLE BOX ASSEMBLY

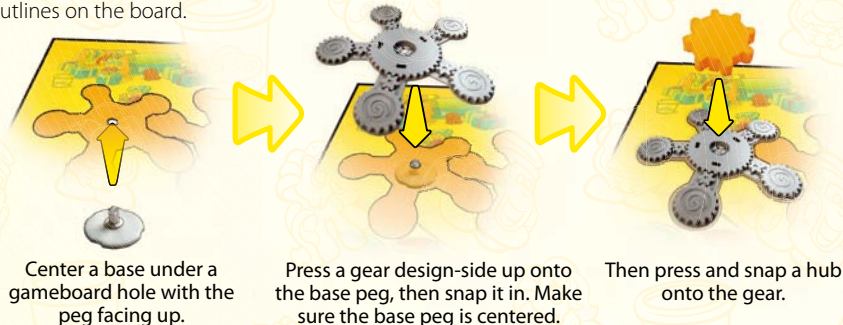
Assemble the gift box as shown here. Then assemble the recycle box the same way. Note: The recycle box has no lid.



GETTING READY TO PLAY

ATTACH THE GEARS TO THE BOARD

Attach each of the four gears to the gameboard as shown here. Then line them up with their outlines on the board.



MAKE YOUR TOYS!

Choose a toy mold and any color of PLAY-DOH® compound. Then make each toy as shown here. Place any extra compound back in the can and close the lid securely. Start the game with two toys on the gameboard.



Extra toys: You can have **any number** of toys on the board at one time, so make as many as you want! You'll also need extras to replace any toys that get recycled.

HOW TO PLAY

The youngest player goes first. Play then continues to the left.

On Your Turn: Spin the spinner, then follow the rules below. Your turn is then over.

1234

Move any one of your toys the number of spaces you spun.



Recycle another player's toy!



Turn the gears and watch the toys move!

GAMEBOARD SPACES

Move your toy from space to connecting space along the Fun Factory Assembly Line, toward the PLAY-DOH® Can at the end. If you end your move on a space with another toy, just jump ahead to the next open space. All of the spaces your toys may land on are described below.



Start Space: All toys start the game on this space.



Red and Green Spaces: If your toy lands on any of these spaces, your turn is over.



The Shortcut Arrow: If your toy is lucky enough to land here, s-l-i-d-e it to the gear space at the end of the tube!



Gear Spaces: Each gear has five gear spaces. You may move *onto* a gear space from any connecting space, and *off* of a gear space to any connecting space. See MOVING ON THE GEARS for the right and wrong way to move along gear spaces.



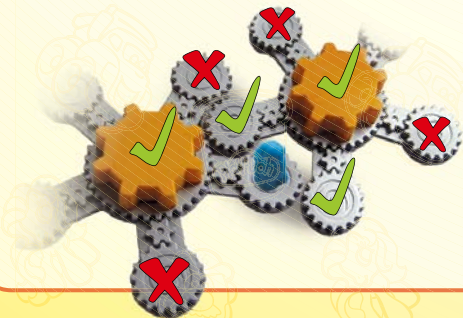
Hub Spaces: If your toy lands on the space in the center of a gear, it is safe from being squished by the Recycle Stamper!



Finish Space: You must move your toy onto the PLAY-DOH® Can Finish space at the end of the Fun Factory Assembly Line to put your toy in the Gift Box. You don't need to spin the exact number to reach the Finish space.

MOVING ON THE GEARS

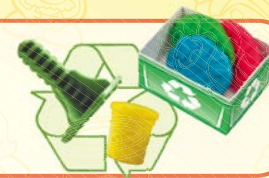
Moving your toys along the gears is easy! Be sure to move to connecting spaces only.



The blue toy can move to any of the ✓ spaces right next to it. But it can't move to any of the ✗ spaces, because they're too far away!

RECYCLING TOYS

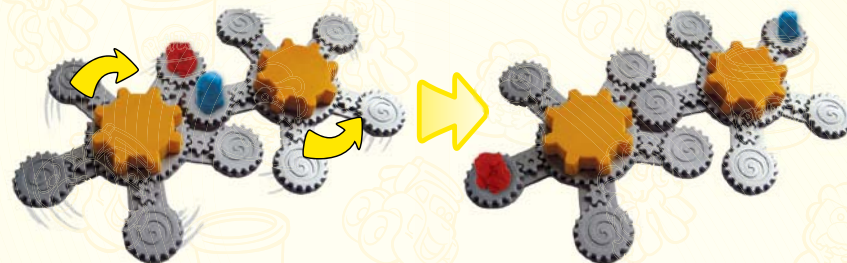
Choose any opponent's toy that's *not* on a Safe space. Then take the Recycle Stamper and press down to squish that toy flat! Place the recycled toy into the Recycle Box on the board. If you run low on PLAY-DOH® compound, you may reuse some from the toys in the Recycle Box.



TURNING GEARS

Turn the hub of *any* gear in *any* direction as much as you want. This will move all of the gears on the gameboard, and any toys on the gear spaces will move with the gears!

Make sure to line the gears up with the outline on the board after turning them.



It's good strategy to turn the gears so that your toys move forward and opponents' toys move back. This player moved her Mr. Potato Head™ forward, and an opponent's Chuck the Dump Truck™ back.

WINNING THE GAME

If you're the first player to get two toys to the PLAY-DOH® Can Finish space at the end of the Fun Factory Assembly Line, you win the game! Continue the fun and pack up your two winning toys in the Gift Box!

GAME FOR YOUNGER PLAYERS

Instead of getting two toys to the Finish space, younger players can win after getting only one toy to the Finish space first.

OUT OF PLAY-DOH® COMPOUND?

Look for PLAY-DOH® compound wherever toys and games are sold.

STORING YOUR GAME

Remove the toys and boxes from the play area, store PLAY-DOH® compound back in the cans, and close the lids securely. To store your game in the box, remove each gear from the gameboard by carefully and firmly lifting them up to detach them from their bases. You can leave the hubs on the gears for storage, but the next time you play you may need to remove them to reattach the gears to the gameboard.

We will be happy to hear your questions or comments about this game. Please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our helpline on 00 800 2242 7276.

The HASBRO, MB and PLAY-DOH names and logos are TM, © and ©2010 Hasbro, Pawtucket, RI 02862. All Rights Reserved. TM and © denote U.S. Trademarks.

Fun to play with, but not to eat.

Molded results vary depending on child's age & level of skill.

NOTICE TO PARENTS: CONTAINS WHEAT.
NON-TOXIC. CONFORMS TO ASTM D4236

19837 1011983701

hasbrogames.com



Log on for more Fresh Ideas™!



PROOF OF PURCHASE



Questions? Call: 1-800-327-8284