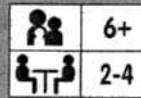


LOONEY TUNES



4 Toon Race™ Game

Race to collect props from your favorite cartoons!

Contents:

- 1 Game Board
- 4 Looney Tunes™ Character Movers
- 16 Prop Cards
- 21 Action Cards
- 1 Die
- Instructions

Please remove all components and compare them to the content list. If any items are missing, please call 1-800-524-TOYS. Outside the U.S., please consult your telephone directory for a listing of your local Mattel office.

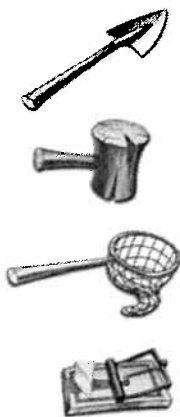
OBJECT:

Race to be the first Player to collect a Prop from each of the 4 Cartoon Episodes, then get back to the Rabbit Hole to win!

SET-UP:

1. Shuffle all of the Action Cards and place them near the board.
2. Place each set of Prop Cards in the center of the corresponding Cartoon Episode (see diagrams).
3. Each Player chooses a Looney Tunes™ Character Mover and places it on the Rabbit Hole in the center of the board (the start and finish line).

Sylvester's Props



Marvin the Martian's Props



Taz's Props



Wile E. Coyote's Props



LET'S GO!

1. The youngest Player goes first and play moves clockwise.
2. The Player rolls the Die and moves that number of spaces. Keep in mind that you MUST move clockwise within each Cartoon Episode—this can get tricky so watch out!
3. If a Player lands on, or moves over, a space with an Arrow, the Player may continue to move in the same Cartoon Episode or cross over to an adjacent Cartoon Episode. If you choose to cross over, don't forget to move clockwise within the new Episode!
4. Once the game has begun, Players may not re-enter or cross through the Rabbit Hole until they have collected all of the Props needed to win, so don't let those arrows fool you!

5. A Player landing on a space with a symbol must obey its command:



Collect-a-Prop: Collect 1 Prop from the Cartoon Episode you are in.



Roll-Again: Roll again!



Lose-a-Prop: If you have already collected a Prop from the episode you are in, you must put it back.

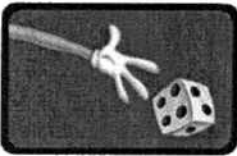


Taz Tornado: If a Player lands on a Taz Tornado space, the Player **MUST** jump to another Taz Tornado space.



Action Card: Pick up and play an Action Card.

Action Cards



Roll again.



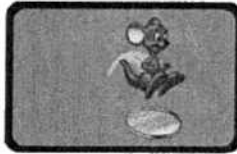
Jump to any Taz Tornado space.



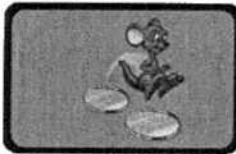
Grab 1 Prop from any Player (get one you need!).



Choose a Player to lose a Prop (and put it back in the appropriate Cartoon Episode).



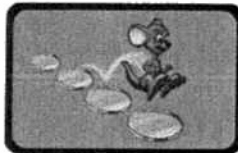
Jump ahead 1 space (and obey any command there).



Jump ahead 2 spaces (and obey any command there).



Jump ahead 3 spaces (and obey any command there).



Jump ahead 4 spaces (and obey any command there).

- It's OK for more than one Player to land on and occupy the same space, and any symbol there must still be followed.
- Since a Player **MAY NOT** collect more than one Prop from any Cartoon Episode, once a Player has collected a Prop, he or she no longer needs to be in that Episode. On his or her subsequent turns, the Player can cross to one of the other Cartoon Episodes via an Arrow or Taz Tornado space.
- As soon as a Player has collected 1 Prop from each of the 4 Cartoon Episodes, he or she must race back to the Rabbit Hole.
- A Player can only re-enter the Rabbit Hole if all 4 Props have been collected **AND** if the exact number is rolled! If the exact number is not rolled, the Player must keep moving around it until able to enter the Rabbit Hole.

WINNING

The Player to collect all 4 Props (1 from each Episode) **AND** reach the Rabbit Hole first is the winner!

CE SAFETY - TESTED. CONFORMS TO ASTM F963. CONFORME AUX NORMES DE SECURITE. CUMPLE CON TODAS LAS NORMAS DE SEGURIDAD.

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