

Fisher-Price  
GAMES



AGES: 3+  
PLAYERS: 2-4



### Hook 'em, Match 'em & Help Mater Tow 'em!

Some like to go fishin'... Mater likes to go towin'! It's classic Go Fish game play – but instead of using a fishing pole to hook fish, you'll use Mater's tow-truck arm to hook Cars characters! We've got some vehicles to tow, so let's "git 'er done!"

### CONTENTS

1 Tow-Truck Arm with Suction Cup Hook

35 Tow Cards:

8 Lightning McQueen Cards (Blue)

8 Sheriff Cards (Orange)

8 Guido Cards (Green)

8 Luigi Cards (Purple)

3 Junk Cards (Red): 1 Traffic Light, 1 Traffic Cone,  
1 Road Sign

4 Traffic Cone Card Holders: Blue, Green, Orange, Purple

1 Label Sheet

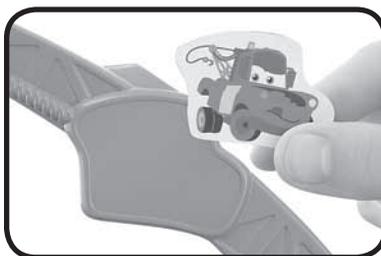
1 Tool Box (Carry-and-Store Package)

Please remove all components from the container and compare them to the contents list. If any items are missing, please call 1-800-524-8697. Outside the U.S., please consult the listing of your local Mattel offices at the end of these instructions.

### SETUP

Have an adult apply the Mater labels to the front and back of the tow-truck arm.

Hint: For best adhesion, try to avoid applying the labels more than once.



### Level 1: Matching Characters

#### OBJECT

Be the first to fill your traffic cone with four cards of the same character.

### Let's Play

Each player selects a traffic cone. This will be your card holder.

The color of your traffic cone determines the character you will collect. Example: If you take the blue cone, you will collect the Lightning McQueen cards which have a blue background.

Spread out all 35 cards, with Mater face-up, on a flat surface in the middle of all the players.

Mix up the cards.



Play begins with the youngest player and continues clockwise (to your left).

To select a card, hold the tow-truck arm and drop the suction cup hook onto a card.

If the character on the flipside of the card is the one you are collecting (the color matches the color of your traffic

cone), you're an expert tower! Fit the card into one of the slots in your traffic cone.

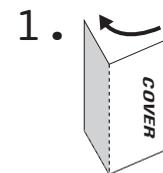
It's the next player's turn.

If the character on the card's flipside is not the character you are collecting, "Shoot!" You towed the wrong vehicle! Show it to the other players, and then return the card to its original location, with Mater facing up. It's the next player's turn.



### INSTRUCTION SHEET SPECIFICATIONS

Toy: \_\_\_\_\_ CARS GO FISH  
Toy No.: \_\_\_\_\_ W5914  
Part No.: \_\_\_\_\_ 0920  
Trim Size: \_\_\_\_\_ 8.5" W x 11" H  
Folded Size: \_\_\_\_\_ 5.5" W x 4.25" H  
Type of Fold: \_\_\_\_\_ Width fold into half (W),  
\_\_\_\_\_  
# colors: \_\_\_\_\_ One  
Colors: \_\_\_\_\_ B/W  
Paper Stock: \_\_\_\_\_ White Offset  
Paper Weight: \_\_\_\_\_ 70 lb.  
EDM No.: \_\_\_\_\_ 001



There are 3 junk cards (red): a traffic light, traffic cones and a road sign. If you accidentally hook one of these cards, "Dad gum!" You lose your turn. Show it to the other players, and then return the card back to its original location, with Mater facing up. Your turn is now over.



**ALTERNATE PLAY:** It may be difficult for YOUNGER PLAYERS to pick up the cards using the tow-truck arm and suction cup hook. In this case, place all the cards in the tool box, close the lid and shake just enough for all the cards to be mixed up. Then, without peeking, players reach inside the tool box and pick up the cards with their hands and attach them to the suction cup hook.

**Note:** To help with suction, consider wiping the suction cup with a damp cloth.

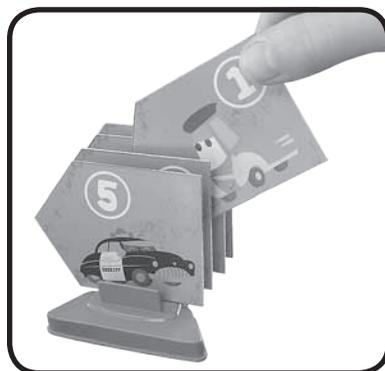
## WINNING

The first player to successfully tow all four of their matching character cards WINS!

## Level 2: Goin' Towin'

### OBJECT

Have the most sets of matching number cards at the end of the game.



### Let's Play

Set aside the red junk cards (traffic light, traffic cones and road sign). Spread out the remaining cards, with Mater facing up, on a flat surface in the middle of all the players.

Mix up the cards.

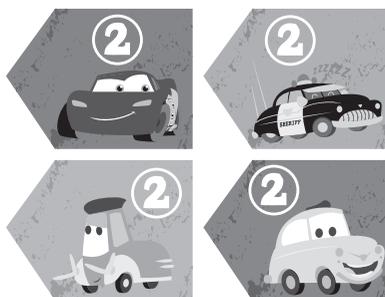
Each player picks up any six cards and loads them into their traffic cone.

**NOTE:** Even though there are only 4 slots in the traffic cone, each slot will hold more than one card.

Don't let anyone see the number side of your cards!

The youngest player goes first. Play continues clockwise (to your left).

Your turn begins by looking at the cards in your traffic cone for any



matched sets of four cards (Example: four #2 cards or four #8 cards).

If you have a matched set of four cards, place the set (all four cards) in front of you, with the number-side up.

Then continue your turn by asking one player if they have any cards that match the number on any of the cards in your traffic cone. For example, if you have a #2 card in your traffic cone, ask another player, "Do you have a #2 card?"

If the other player has any cards with the number you asked for, the other player must give ALL of those numbered cards to you. Continue asking any player for cards until someone does not have a card you asked for.

If the other player does not have any cards with the number you asked for, the other player will tell you to "Go Tow."



To "Go Tow," select a card from the remaining cards on the table by holding the tow-truck arm and dropping the suction cup hook onto a card.

If the card you draw completes a set (four cards with matching numbers), you can continue your turn. Place the set in front of you, and resume asking players if they have a number you want.

If the card you draw does not complete a set, your turn is over. But you still get to keep that card, so place the card in your traffic cone.

Play continues until all the cards have been matched into sets of four.

If it's your turn and you no longer have any cards in your traffic cone, but there are still cards left on the table, you must "Go Tow" for one card. Then it's the next player's turn.

If there are no cards in your traffic cone and none left on the table, do nothing; it's the next player's turn.

## WINNING

When all the cards have been matched into sets of four, the player with the most sets WINS!

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