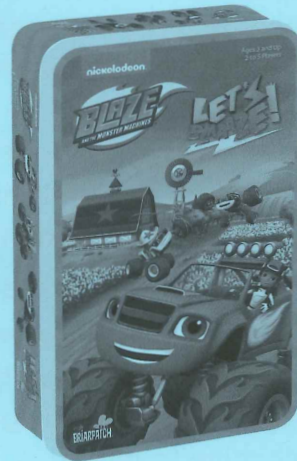
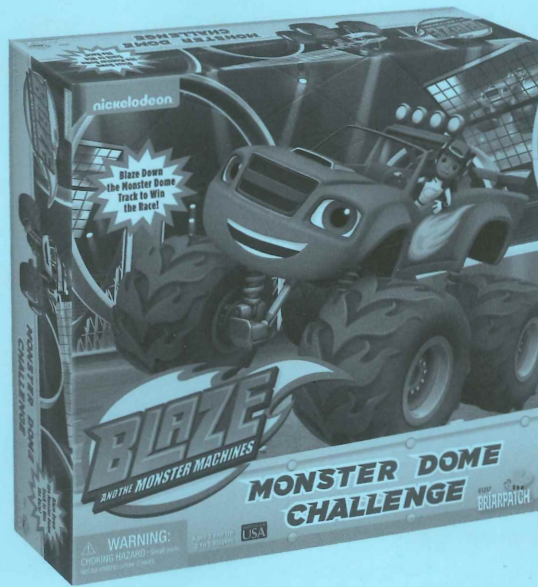


finish line gets to be the first to race on the brand new Fast Friends Track! This track is intended for open-ended imaginative fun.

What is STEM?

Blaze and the Monster Machines' STEM (Science, Technology, Engineering and Math) curriculum uses the scientific principles that children encounter in their everyday experiences and relates them to the exciting world of monster trucks! Blaze encourages children to think about how things work and why they work that way. This kind of critical thinking helps children to better understand how engineering and technology provide solutions to everyday problems.



Look For These Games As Well As Our Entire Line Of Games And Puzzles At:



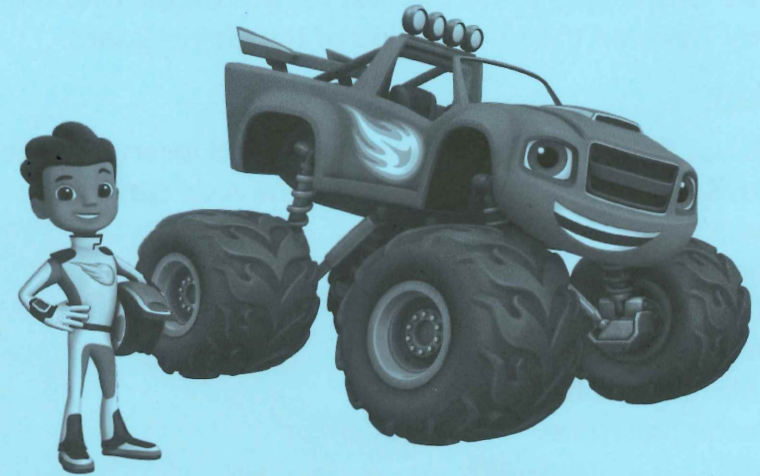
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BRIARPATCH.

Ages 3 and Up
2 to 5 players
(Adult participation required)

nickelodeon™



AXLE CITY ADVENTURE INSTRUCTIONS

 **WARNING:**
CHOKING HAZARD—Small parts.
Not for children under 3 years.

Contents:

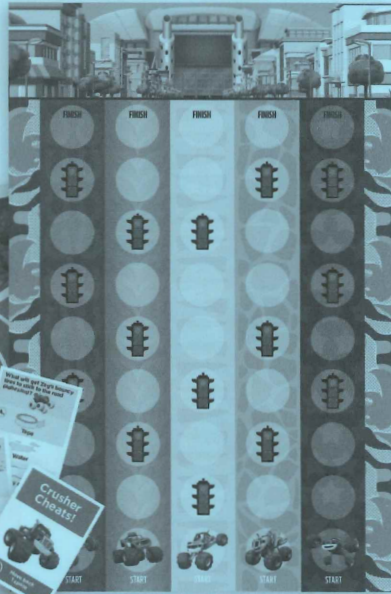
- 2-Sided Game Board
- 5 Monster Machines and Stands
- 36 Axle City Adventure Cards
- 1 Six-Colored Die

Object of the Game:

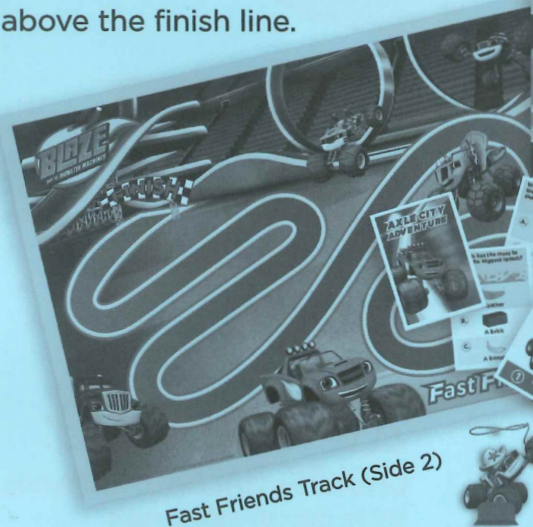
Players work together to move Blaze and his friends through Axle City to get to the Monster Dome for the big race. Along the way, players run into simple STEM (Science, Technology, Engineering and Math) challenges and answer Axle City Adventure Cards to get to the finish. The first Monster Machine to arrive at the Monster Dome gets to be the first to race on the brand new Fast Friends Track on the reverse side of the Game Board.

Set-Up:

Punch out the Monster Machine pieces and insert them into the stands. Set up the Game Board with the Axle City Adventure side up. Each player selects a Monster Machine and places it at START on its matching picture on the Game Board. Place the Axle City Adventure cards face down above the finish line.



Axle City Adventure (Side 1)



Fast Friends Track (Side 2)



How to Play:

Parents: Adult participation will be needed to read questions and help guide younger children through the game play.

1. The youngest player goes first by rolling the Six-Colored Die. Whichever Monster Machine color shows on the die, that Monster Machine moves one space down the track. If the Monster Machine lands on a Stoplight space, the owner of that Monster Machine gets to answer an Axle City Adventure Card. If a color is rolled for a Monster Machine that is not playing, the player who rolled gets to choose any Monster Machine to move. Whenever the color black is rolled, the rolling player may choose any Monster Machine to move.
2. **Stoplight:** When a Monster Machine lands on one of the 15 Stoplight spaces, the owner of the that Monster Machine gets to select and answer an Axle City Adventure Card. These cards feature STEM-based questions with possible solutions. The player guesses one time and, if correct, moves ahead 1 space. If incorrect, the player stays where he/she is and the turn ends. The correct letter answer is noted in the bottom right corner of the card.
3. **Wild Cards:** Some of the Axle City Adventure Cards are wild cards and will send players forward or backward. These movement cards don't require a STEM problem to be solved.
4. Play continues to the player to the left.
5. Once each Monster Machine gets to the finish, that character's color on the die is treated as "wild" (like rolling black) and the rolling player gets to choose which Monster Machine to move.

Winning the Game:

When all Monster Machines reach the finish line, the game is over.

Fast Friends Track (Side 2):

The new Fast Friends Track in the Monster Dome can be found on the reverse side of the Game Board. The first Monster Machine to get to the finish line gets to be the first to race on the brand new