

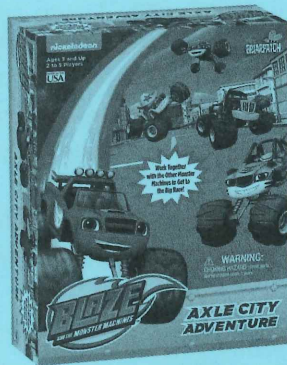
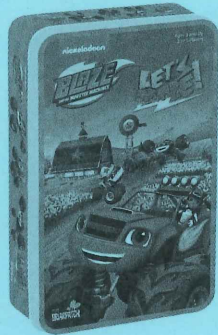
Adults:

Below is a guide to Obstacles and Fixes:

Obstacle	Fix	Explanation
Pile of Wrenches	Magnet	The magnet will remove the pile of metal wrenches
Oil Slick	Sign with Curved Arrows	Driving around the oil slick will avoid slipping and sliding
Giant Rock	Front Loader	The front loader will provide enough force to move the giant rock
Melting Ice	Hair Dryer	The hair dryer will provide heat to melt the ice
Crack in the Track	Flat Board	The flat board will allow the Monster Machine to drive over the crack
Brick Wall	Tall Inclined Ramp	The tall inclined ramp will allow the Monster Machine to jump over the wall
Vertical Loop	Speedometer	Acceleration will give the Monster Machine enough speed to complete the vertical loop

What is STEM?

Blaze and the Monster Machines' STEM (Science, Technology, Engineering and Math) curriculum use the scientific principles that children encounter in their everyday experiences and relate it 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.



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BRIARPATCH

Ages 3 and Up
2 to 5 players
(Adult Participation Required)

nickelodeon™



MONSTER DOME CHALLENGE

INSTRUCTIONS

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

Contents:

- Monster Dome Game Board
- 35 Tokens
- Spinner
- Instructions
- 5 Monster Machine Playing Pieces
- 5 Stands

Object of the Game:

Players move Blaze and his friends around the Monster Dome race track to win the big race. Along the way, players encounter Obstacles and identify Fixes so that they can complete the race and win!

Set-Up:

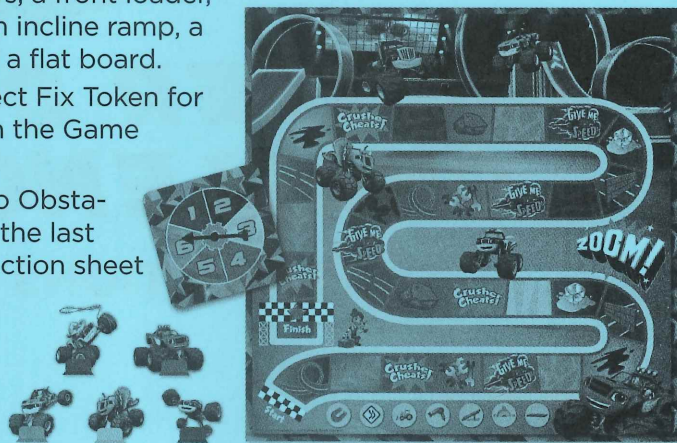
- If this is the first time playing the game:
 - Attach the spinner arrow to the spinner card. The arrow should be placed on the side with the numbers 1-6.
 - Punch out the Monster Machine Playing Pieces and the Tokens.
- Each player selects a Monster Machine Playing Piece, inserts it into a Stand and places it at START on the Game Board.
- Separate the Tokens into seven groups of five matching Tokens, stack each group of Tokens and place each Token stack on the matching Token circle at the bottom of the Game Board with the orange side facing down.

Tokens:

- One side of the Token is an Obstacle and matches the Obstacle images shown on the race track.
- The other side of the Token is a Fix that will allow a player to remove or move past an Obstacle on the Game Board.

Obstacles and Fixes:

- There are 14 Obstacle spaces on the Game Board represented by pictures: a pile of wrenches, an oil slick, a giant rock, melting ice, a brick wall, a vertical loop and a crack in the track.
- There are seven Fix Tokens represented by pictures: a magnet, a sign with curved arrows, a front loader, a hair dryer, a high incline ramp, a speedometer and a flat board.
- There is one correct Fix Token for every Obstacle on the Game Board.
- There is a guide to Obstacles and Fixes on the last page of the instruction sheet that explains the reason why the Fix works.



How to Play:

1. The youngest player goes first by spinning the Spinner and moving his/her Monster Machine forward that number of spaces on the Game Board. If the spinner arrow lands exactly on the line between two numbers, the player spins again.
2. If a player lands on an Obstacle space, he/she has one chance to select the correct Token showing the Fix that will allow him/her to pass the Obstacle.
3. The Player selects a Token and looks at the other side, making sure that no other player sees the image.
4. If the Obstacle image on the bottom of the Token matches the Obstacle image on the space the player has landed, it is the correct Fix and the player keeps the Token as a reward. Play then passes to the left. (For example, if the player lands on the pile of wrenches Obstacle and selects the magnet Token as the Fix, the player will turn over the Token and see a picture of the pile of wrenches Obstacle. This means the player has selected the correct Fix.)
5. If the Obstacle image on the bottom of the Token does not match the Obstacle image on the space the player has landed, the player puts the Token back on the pile, orange side down, and play passes to the left. On the player's next turn, he/she will need to select a different Token that will Fix the Obstacle. If the Token he/she chooses is the correct Fix, the player spins the Spinner and moves his/her Monster Machine Playing Piece forward that amount of spaces and play passes to the left. If the Token is not the correct Fix, play passes to the left. This continues until the player selects the correct Token to Fix the Obstacle.
6. If a player lands on the same Obstacle a second time, he/she does not have to find the Fix Token again. Since the player already has the Fix Token for that Obstacle, he/she can immediately spin again and move forward on the Game Board.
7. If a player lands on a **Give Me Some Speed** space, the player immediately moves one space forward on the Game Board and the turn is over.
8. If a player lands on a **Crusher Cheats** space, the player immediately moves one space back on the Game Board and the turn is over.

Winning the Game:

The first player to cross the Finish line wins the Monster Dome Challenge. However, the race is not over until all Monster Machines cross the finish line, so players should continue to play.