

FUNDEX GAMES, LTD.		COLOR	
FILE NAME: 檔案名稱:	3170-00-xx-I_AutoAmbush.ai	CMYK 印刷顏色	
PRODUCT: 產品名稱:	Hot Wheels™ AutoAmbush instructions	SPOT COLORS 專色	
ITEM NUMBER: 貨號	3170-00-60	 Black	
ASSEMBLED SIZE: 完成品呎吋:	8"W x 4.75"H	DO NOT PRINT PANTONE 144C! (DIELINE) 專色144C只用於刀模切線 不用印刷	
FLAT SIZE: 印刷呎吋:	4"W x 4.75"H		



WINNING THE GAME:

The first player to complete their hand of "4-of-a-kind" and lay it on the table declaring their victory is the winner.



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MADE IN CHINA

Questions or comments? Write to us at the address above or call 1.800.486.9787 or email customerservice@fundexgames.com

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Item No. 3170-00-60

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AUTO AMBUSH!™

HOT WHEELS™ RACE-TO-MATCH CARD GAME

AGES: 4+ NUMBER OF PLAYERS: 3-6

OBJECT: Be the first player to collect "4-of-a-kind" Hot Wheels™ rides.

CONTENTS: -Storage case
-53 cards consisting of:
Hot Wheels™ rides (50 cards),
Wild (2 cards) and Crash (1 card).

GAME SET UP:

Open the card case, laying it flat in front of the dealer. The oldest player is the first dealer. The dealer shuffles the cards and then deals each player 4 cards. Place the remainder of the cards face down in one side of the card case as a draw pile.

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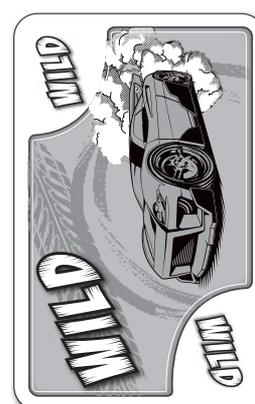
GAME PLAY:

The dealer begins by sliding the top cards off of the draw pile - without looking at them. The number of cards the dealer slides off is equal to the number of players in the game (Example: 3 players, the dealer would slide off 3 cards). The dealer then flips these card over simultaneously into the middle of the play area so all players can see. Players race to grab cards that will complete their "4-of-a-kind" hand. Players may only select and discard one card at a time - so that they only have four cards in their hand at a time and cards always remain on the table. Players are free to draw and discard as many times as they wish. When a player doesn't want any of the cards remaining on the table, they shout "NEXT LAP!" When all players have shouted "NEXT LAP!" the dealer collects the cards and places them face up on the open side of the card case, creating a discard pile. The dealer then flips over a new set of cards from the draw pile to start the sequence over.

WHOSE RIDE IS IT?

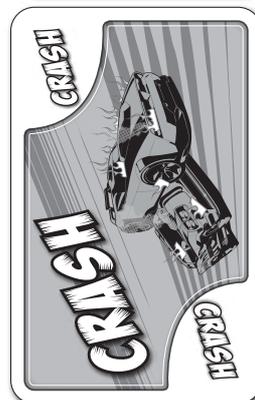
In the event of two players going after the same card on the table, the player that can snatch it up first and put the card in their hand gets the ride. Speed rules in this competition!

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SPECIAL CARDS:

Wild- When the Wild card appears on the table, players are free to grab it. The card can be substituted for any Hot Wheels™ ride card needed to complete their "4-of-a-kind" hand.



Crash- There is only one Crash card in the entire deck. When the Crash card appears on the table - whether the dealer flipped it or a player discards it - all players must throw their entire hand (all four cards) on the table. Once everyone's cards are face up on the table, players race to grab 4 cards back into their hand. Once all players have collected 4 cards the dealer clears all remaining cards to the discard pile - including the crash card. (Note: players may not select the crash card as one of their 4 cards during the re-draw.)

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