



# ***BODY WORX!***<sup>™</sup>

## ***THE MECHANIC MAYHEM GAME***

***AGES:*** 4 and up      ***NUMBER OF PLAYERS:*** 2-4

***OBJECT:*** Be the first player to build your Hot Wheels<sup>™</sup> Speed Demon.

***CONTENTS:*** 54 cards consisting of *Tires and Chassis* (13 cards), *Body and Interior* (12 cards), *Windows* (10 cards), *Doors and Trim* (8 cards), *Speed Demon* (5 cards), *Flat Tire* (2 cards), *Broken Windshield* (2 cards) and *Rusty Paint* (2 cards).

### ***GAME SET UP:***

Players shuffle the cards. Each player is dealt four cards. Place the remainder of the cards face down in the center of the playing area.

### ***GAME PLAY:***

The youngest player goes first, drawing a card from the pile. Players must draw and discard one card each turn. If a player has a *Tires and Chassis* card they can lay it down to begin building their Hot Wheels<sup>™</sup>

Car. If player does not have a card to play on their car, they discard one card. A card may be discarded by either playing on their car, by playing a special card on their competition, or by laying a card on the discard pile next to the draw pile. If the draw pile becomes depleted, shuffle the discard pile and make a new draw pile.

### ***BUILDING A CAR:***

Each car must consist of (1) *Tires and Chassis* card, (1) *Body and Interior* card, (1) *Windows* card, (1) *Doors and Trim* card, (1) *Speed Demon* card. The car must be built in that order. To begin a car start by placing a *Tires and Chassis* card in front of you making a “Garage” pile.

### ***SPECIAL CARDS:***

**Flat Tire-** The Flat Tire card can be played on any player that has a *Tires and Chassis* card in their “Garage” pile and stops that player from building. The Flat tire card only works on a *Tires and Chassis* card and is invalid against any other card.

**Broken Windshield-** The Broken Windshield card can be played on any player that has a *Windows* card in their “Garage pile” and stops that player from building. The Broken Windshield card only works on a *Windows* card and is invalid against any other card.

**The Rusty Paint Card-** The Rusty Paint card can be played on any player that has a *Body and Interior* card or *Doors and Trim* card in their “Garage” pile and stops that player from building. The Rusty Paint card only

works on a *Body and Interior* card or a *Doors and Trim* card and is invalid against any other card.

### ***BEATING A CARD:***

To beat either the Flat Tire, Broken Windshield, or Rusty Paint card you must replay the stopped card underneath. *For example (A Flat Tire card is played on top of you Tires and Chassis card, in order to continue your build you must play another Tires and Chassis card on top of your "Garage" pile.*

### ***WINNING THE GAME:***

The first player to build a complete Hot Wheels™ ride with all five cards and beat any special cards played against them, wins the game!



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**MADE IN CHINA**

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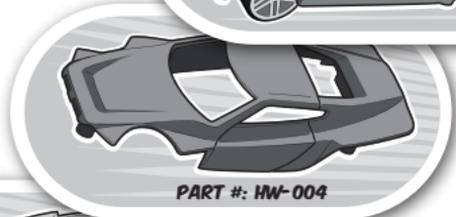
**COMPLETED RIDE**

Speed Demon card, play this card to complete your car and win the game!

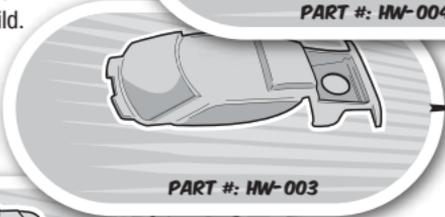


**PART #: HW-004**

Doors and Trim card, play a Rusty Paint card on another player's "Garage" pile to stop this build.



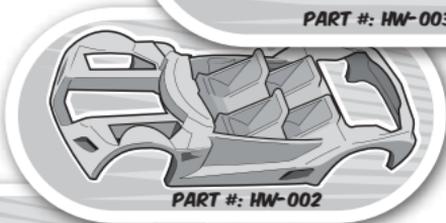
**PART #: HW-004**



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Windows card, play a Broken Windshield card on another player's "Garage" pile to stop this build.

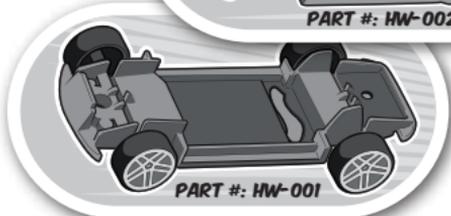
**PART #: HW-003**



**PART #: HW-002**

Body and Interior card, play a Rusty Paint card on another player's "Garage" pile to stop this build.

**PART #: HW-002**



**PART #: HW-001**

**PART #: HW-001**

Tires and Chassis card, play a Flat Tire card on another player's "Garage" pile to stop this build.