

Disney • PIXAR
WALL•E
TREASURE RACE



GAME DIRECTIONS

1 Have an adult help you put together your supersize WALL•E Treasure Race Game Board.
For information on how to put your game board together, see the GAME BOARD page.

2 Rally up your friends! You need at least two people to play and can have up to five players.

3 Pick your game piece! You can be WALL•E, Eve, M-O, Auto or GO-4.
(See image 1)

For information on how to make your game pieces out of your raisin boxes, see the GAME PIECES page.



Image 1

4 Place your game piece on the space marked “Start.” You are at the bottom of the treasure pile!

5 WALL•E starts first! Eve starts second, M-O, third, Auto, fourth and GO-4, last. Then, players alternate turns in the same order.

6 Players roll the “treasure” die (See Image 2) to move spaces! The die has five different items of treasure on it, and a star. The same items of treasure and the star are also on the game board. Whatever treasure item you roll using your die, you move your game piece to the nearest space that features that treasure item.



Image 2

Another way you can move around the game board is to roll or land on a space with a star, you pick a “Compact Card.” (See Image 3).

Compact Cards can be good or bad. If you land on a space with a star, and it directs you to move to a space with another star, you do not pick another card.



Image 3

TREASURE RACE

GAME DIRECTIONS (continued)

7 Players can land on “tracks”, such as the Fast Track, Slow Track or Flip Track (See Image 4). When you land on any of the tracks, you slide to the space where the arrow is pointing.

- The Fast Track is a short cut to the top of the treasure pile.
- The Slow Track makes you take the long way to the top of the treasure pile.
- The Flip Track can either move you closer to the top of the treasure pile or further away.



8 The first player to reach the top of the treasure pile by landing on the **LAST** light bulb wins. There are 2 ways to get to the **LAST** light bulb and WIN THE GAME:

- (1) ROLL A LIGHTBULB and the nearest one is the **LAST** lightbulb.
- (2) PICK A COMPACT CARD that tells you to go the nearest lightbulb and the nearest one is the **LAST** lightbulb.

If you do not roll a light bulb you must stay on the space you are at, until you do or until a Compact Card tells you to go somewhere else.