

Cowabunga Beach

It's Saturday morning. Surfs Up, and Cowabunga Beach is calling. You slip inside your coolest customized Hot Wheels car and head for the sand and surf.

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### *Matchbox Peril Pier:*

As you near the beach, you can see the huge lifeguard watchtower on the pier. Parked atop is their new hovercraft crew vehicle "Hover Storm". You smile as you think about the giant octopus that lives beneath the pier. He is not a fan of the noise vehicles make, and he will probably get pretty cranky when he hears that hovercraft riding over his home.

### *Daredevil Drag Race:*

#### *Shark Slammer:*

The surf looks good, and the beach parking lot is already filling up with customized cars. Cowabunga Beach is a long beach with hard packed sand, perfect for driving on, especially in a Dune Buggy. When the surf is good, drivers can "catch a wave" (but watch out for the sharks). Even when the surf turns poor, drivers can still have fun by making timing runs straight down the beach, blowing past the parking lot, and ending at the bleachers. Not a lot of room beyond the finish line though, so the smart drivers will pack a drag chute.

### *Pit Stop Station:*

Late in the afternoon you are surfed-out, and your attention turns to examining all the cool custom cars on parade. There is a casual beach restaurant nearby where the car watchers hang out. Slowly cruising past this restaurant in your custom car is a rite of summer. Outside the restaurant are pumps for racing gasoline (avgas) and ethanol (alcohol), as well as a car lift where you can change your differential, or just showoff to your friends your chromed undercarriage.

### *Crossroad Crash:*

Into the evening you start getting heckled by your competition. "Is that really a street machine?", they laugh, "or is it just a trailer queen?". Well, there is one way to silence the hecklers. There is a driveable muddy creek nearby that empties into a small swampy delta where the mud bidders play (in fact, there are some mudders getting dirty out their now), which has an access road on both sides. At the end of the access roads is a small unfinished bridge, which was supposed to connect the two sides. The challenge will be to speed down the road, make a sharp turn, jump the gap over the creek, make another sharp turn, and speed back down the opposite road. Only the best cars have what it takes to make the jump and not belly-flop into the creek mud.

### *Ghost Blaster:*

Night has fallen, but the action is just beginning. Dark is when the Night Storm cars come out, such as "Bedlam", "Epic Fast", "Power Pistons", and "Speedbox", with their wheels that glow with a greenish ethereal light. And speaking of ethereal, that creepy haunted house out there on the dune has recently attracted some rowdy new ghosts. Its time to take a few of them down, and the Night Storm is going to do just that tonight.

## **Racers Edge**

Sunday afternoon is race day, and side-by-side racing was never more challenging than at Racers Edge; the Mecca for Hot Wheels racing cars and their fans.

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Jet Fueler:

Everyone loves a good show. The owners of the turbine cars got together and had a special VTOL jet plane built to tanker jet fuel to their cars in style. As the tanker prepares to land, landing skids descend. Upon landing, a hatch on top of the plane opens and a rear ramp lowers. A turbine car wanting fuel drives up the ramp into the center of the plane, where remote fueling hoses lower through the hatch and attach to the car. When finished fueling, the hoses retract, and a front ramp lowers so the car can drive away. Awesome!

Digital Speedometer:

Ultimate Drag Strip:

First up is the heart and soul of Hot Wheels... the traditional straight line drag races. When the tree lights reach bottom, two powerful cars blast down the track. Finish speeds are displayed with a Digital Speedometer. Getting the hole shot is the name of the game.

Motormax Dyna City Airport:

Total Turbo Takeover:

Time now to take a break from straight line racing and see what the closed circuit racers are doing, and the best views are from the tracks control tower. [TIP: *The Airport Terminal makes a descent Racetrack Control Tower and Pressbox, if you remove the two jetways and leave off the large passenger sticker on the passenger drop-off shelter. Optionally, you could also remove the two roadway connectors*]. Each week a different course is built for them. Straights and curves are laid out, sometimes in a simple stock car oval, and other times in a complex formula car twister. The boosters keep the cars rolling lap after lap until the checkered flag is waved.

Double Jump Duel:

Stunt cars are not to be left out, and a challenge track has been built just for them. To ensure a fair start, a special revolving road section spins down to complete the track. Launch too soon and you will never reach the finish. High speed is of the essence, because the stunt cars are faced with a tall vertical jump up onto the finish platform. The winner gets to drive away in victory, but the loser gets dropped into the pit of defeat.

Super Speed Blastway:

For years drivers have staged makeshift out-and-back challenge races. Well now there is a custom course built just for that kind of racing. Blast around the far reversing turn at least three times, tagging a marker each time to win. There is no reversing turn at the starting end though, so if you want to win this challenge, you will have to be skilled at changing the heading of your car faster than your competition (because racing back in reverse is cheating).

Hot Wheels City

Monday is normally the start of your work week, so it feels nice to have taken the whole week off. First though, you need to spend today running errands in Hot Wheels City.

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### *Police Pursuit:*

With all the fast cars in town today, the police have their hands full. Fortunately the police station is equipped with a car interrogation area and a car jail. There is even a launcher to assist the police vehicles in getting to a scene quickly.

### *Matchbox Crime Squad: (formerly a Hot Wheels release)*

First stop is the drive-thru bank to get some cash, and to chat with the friendly teller [*TIP: Because police stations are the most common of playsets, it would be a shame to use the prime blue garage real estate opposite the bank for police. Therefore, I urge you NOT to sticker the garage with the included building side "police" sticker, or the roof top "H" sticker. Also, do not sticker the single pole sign, and then place this blank sign in the hole beside the blue garage (you will not be using the large double pole sign). You can now lease the unlabeled garage to any tenant you desire, such as a car stereo installer or a convertible top restorer. You can affix a removable sticker to the single pole sign, indicating the tenant.*].

### *Car Crusher:*

#### *Motormax Dyna City Post Office:*

Next stop is the drive-thru express shipping building, where you need to drop off some packages. On the way, you pass the salvage yard with its Car Crusher. That machine is really cool. Cars drive up or are towed in, then a big crane lifts them into the staging yard, where workers strip the car. When all the useful parts have been removed, the crane lifts the hulks into the car crusher, where they are crushed into compact metal cubes.

#### *Motormax Dyna City Gasoline Station:*

#### *Motormax Dyna City Ice Cream Shop:*

#### *Super Spin Carwash:*

Now its off to get a fill up at the service station which sells low-, mid-, and high- octane gasoline, as well as diesel. The onsite convenience store and the service garage are handy when you or your car need a quick fluid fill. Next its over to the car wash to get your car spotlessly clean. Afterwards you stop at the drive-thru dairy shop for an ice cream. Besides their shakes and ice creams, they also sell milk, butter, and packaged dairy goods.

#### *Motormax Dyna City Construction Site:*

#### *Motormax Dyna City Recycle Center:*

#### *Ultimate Garage:*

Finally its over to the parking garage for a scheduled tune up, while you end your own day with dinner and a movie. The parking garage has four levels, which are accessed by two car (and separate people) elevators. There is also a helicopter landing pad and a fire station on site. A pay booth collects your money on the way out if you do not have a pass. With a pass you can use the quick exits on either the fourth or first floor (beware using the fourth floor exit, as a car eating mega shark is rumored to lurk at the bottom of the ramp). Also on the fourth floor, the local racing club has built a side-by-side downhill race track, which they use for their garage exits. The parking garage supports several retail establishments. There is a Rent-A-Car business, an Auto Mart which includes a speed shop, a Recycle drop-off (the deposits are later trucked to the city Recycle Center, which is near where the road construction vehicles park), and a drive-thru Fast Food burger joint. A specialty Fueling Station features hydrogen and LPG fuel, as well as plug-in electric vehicle charging. A Service Garage offers oil changes, tire rotations, and tune ups. An upscale Cafe offers free valet parking, and there is also a small Movie Theatre which gives parking vouchers. Currently the movie "Dinosaurs Dynasty" is playing.

## **Rally Road**

Tuesday is your long overland travel day, and you will have to drive around a volcano and through wide-open tropical landscapes. You think to yourself that this terrain would be ideal for road warrior vehicles to stage mock battles. But are you just going to lazily cruise to your destination by taking a monotonous freeway? Of course not! You are going to race across this tract as a participant in a road rally.

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Motormax Dyna City Toll Bridge:

This week one of the Rally Road tracks travels under the guarded suspension bridge which leads to that exclusive gated community where many of the exotic car owners live. A few of those exotic cars will be running in the rally as well.

Hot Wheels Track Builder System =

(Blast Mission, Bridge Pack, Cannon Launch, Car Crush Highway, Construction Junction, Daredevil Drop, Death Star Battle Blast, Exploding Shed, Flip Tower, Lift & Launch, Mega Pack, Mega Rally, Quick Kick Loop, Side Shot Launcher, Snake Smasher, Speed Junction, Super Launch Speed Track, Swamp Strike, Tripple Blast Alley, and Volcano Blast):

Rally Road is filled with long straights and exciting stunts. Your car will loop-the-loop, jump across gaps, and blast through obstacles. There are traps too, that will try to flip or snatch your car. When you reach designated points, you will release other cars to speed on their part of the relay. Its all intense, good driving fun.

Super S.W.A.T. Copter Vehicle:

The "Speed Wheels Acrobatic Team" (S.W.A.T.) is sponsoring today's relay rally. They are going to begin the action by flying in their starting car with a huge helicopter. Wild.

Drift Mountain

Wednesday finds you at the foot of Drift Mountain. To go over the top to the other side, you will have to drive along cold and twisty roads.

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*Danger Bridge:*

*Riser Pack:*

*Spiral Stack-Up Track Set:*

Climbing through back and forth turns you arrive at danger bridge. Be sure to build enough speed, because the bridge teeters scarily.

*Hyper Loop Extreme Trackset:*

*Matchbox Yeti Avalanche:*

You can now see the weather station at the top of the mountain, but to reach it you must first drive through an extreme loop. You make it through, and approach the final bridge at the peak. Oh no. There is a rampaging Yeti that is destroying the bridge. Thinking quickly, you start an avalanche, which knocks down the Yeti so you can pass.

*Loop & Drift:*

*Performance Raceway Trackset:*

*Stunt Barrel:*

*Talespin Takedown Track Set:*

Several choices present themselves on the descent. You can take roads that lead to loops, and roads that lead to jumps. You are feeling adventurous, so part way down you decide to take a shortcut. You drive your car into a large barrel so that you can roll straight down for much of the way, then you finish up the trip by drifting into a cool spinout.

## Desert Rocks

Its Thursday, and you have reached your destination... the arid valley of Desert Rocks.

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Jurassic Super Spin:

To enter the valley, you have to pass through a large rock formation. Its not so simple though. The valley is known for its giant dinosaurs, and currently orbiting the formation are two huge flying pterodactyls, who enjoy nothing better then knocking cars off the road. You have to drive through quickly, timing your move just right, in order to avoid them.

Brick Wall Breakdown:

Launch and Smash:

You arrived in plenty of time to get a good view of the great outdoor Monster Jam. Monster vehicles from the north, south, east, and west, such as "Northern Nightmare", "Hurricane Force", "Virginia Giant", and "Western Renegade", have all come together to make this event a crushing, smashing, flipping success.

Cyborg Challenge:

Pirate Takedown:

But it isn't just the vehicles that are the mechanical monstrosities here, giant robots and themed arenas also abound to challenge the heroic competitors. Can they be overcome?

Boulder Bash Canyon:

Triple Air Challenge:

Desert Rocks is also a favorite playground for off-road rock climbing and Baja competitive vehicles. After the monster vehicle show, you drive over to watch them attempt to land thrilling leaps, and scale the face of a large cliff to tag the boulders resting on top.

Cliff Grinder:

"There was gold in them thar hills", and one of the old mine car tracks still exists. Twisting their vehicles sideways, the off-roaders now use the old rails like a skateboard grinder.

Daredevil Dive:

Desert Loop Dare:

Some of the rock formations form natural stunts. One formation forms a partial loop, where the drivers finish their circle by flying through the air. Another formation allows for a vertical jump onto a giant teetering rock. Thrilling.

Freeform Friday

Friday is your day to be imaginative. Why not mix up all your track pieces and playset parts, plan yourself a layout, and assemble something entirely new...

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### **Matchbox Dino Breakout:**

Lets imagine that the movie was right and you can revive extinct animals. Lets also pretend that the recreated animals grow to tremendous size. One giant mega shark has escaped, and is now grabbing cars near the Hot Wheels Ultimate Garage. An escaped giant octopus has taken up residence under Peril Pier. Now there is trouble at the science teams dino observation cage: "The ferocious meat-eating dinosaur has just eaten a car and is breaking out from its cage. Call upon other cars to harass the dinosaur into expelling the eaten car, and then explode the emergency TNT to re-seal the dinosaur in the cage"!

### **Stunt 'n Dunk:**

Although the Stunt 'n Dunk playset it intended primarily for Color Shifters cars, you can still jump regular cars through the perilous ring of fire. You can even jump regular cars into the Hot and Cold tanks, **IF** instead of inserting water (note that you should keep your regular cars away from any water), you insert a dry sponge or other soft material into the tanks for the cars to land in. The best thing about the playset though is that you can separate the trigger launcher from the rest of the playset, and use it as a stand-alone aiming device. You can now shoot your cars into other adventures such as...

1. Doing the limbo: by shooting your car under a low bridge or a brontosaurus belly.
2. Jumping over cars: by shooting your car over a row of hot wheels vehicles.
3. Going car bowling: by using your car as the ball

[*TIP: upside down golfing tees can be used for the bowling pins*].

Have fun!!!

Today is the day you have been challenged to create the ultimate Hot Wheels adventure.

Here are some imaginative ideas that don't even require track or playsets...

1. "Yee-haw", use your cars to round up all those straying plant-eating dinosaurs.
2. Get teleported by space aliens, then drive around exploring their weird planet.
3. Sort your cars by theme, or color, or body style, then have a car show.
4. Make a drive-in movie theater, using your smartphone as the screen.
5. Engage in a prolonged car chase, with either the police or road warrior vehicles.