

Disney · PIXAR **TOY** STORY

OBSTACLES & ADVENTURES A COOPERATIVE DECK-BUILDING GAME

OVERVIEW

In this cooperative game, you will take on the role of one of your favorite Toy Story characters as you work together to overcome a series of Hazards. Hazards each have a unique effect and you will need to change strategies as new ones are revealed. This game is designed to be played over a series of six Adventures, to bring about a true Happily-Ever-After for our Toys.

OBJECTIVE

Playing cooperatively as the Toys, you win the game if you overcome all the Hazards before the Moving Van Token reaches the end of the Adventure track, thereby transferring all the Toys safely to Andy's new home.

However, if the Moving Van Token reaches the end of the track, some of the Toys were misplaced along the way and you all lose the game!

5 PLAYERS

After reading these rules, you will need to proceed directly to Adventure 2. Open the Adventure 1 and Adventure 2 boxes, review the additional rules enclosed, and start your adventure there.

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SET UP

Sort and distribute contents as shown for a 2-4 Player game:

LEAVE IN BOX:
BOXES FOR ADVENTURE 2-6
11 DIVIDER CARDS

Player Board with Health Tracker



Health Trackers:

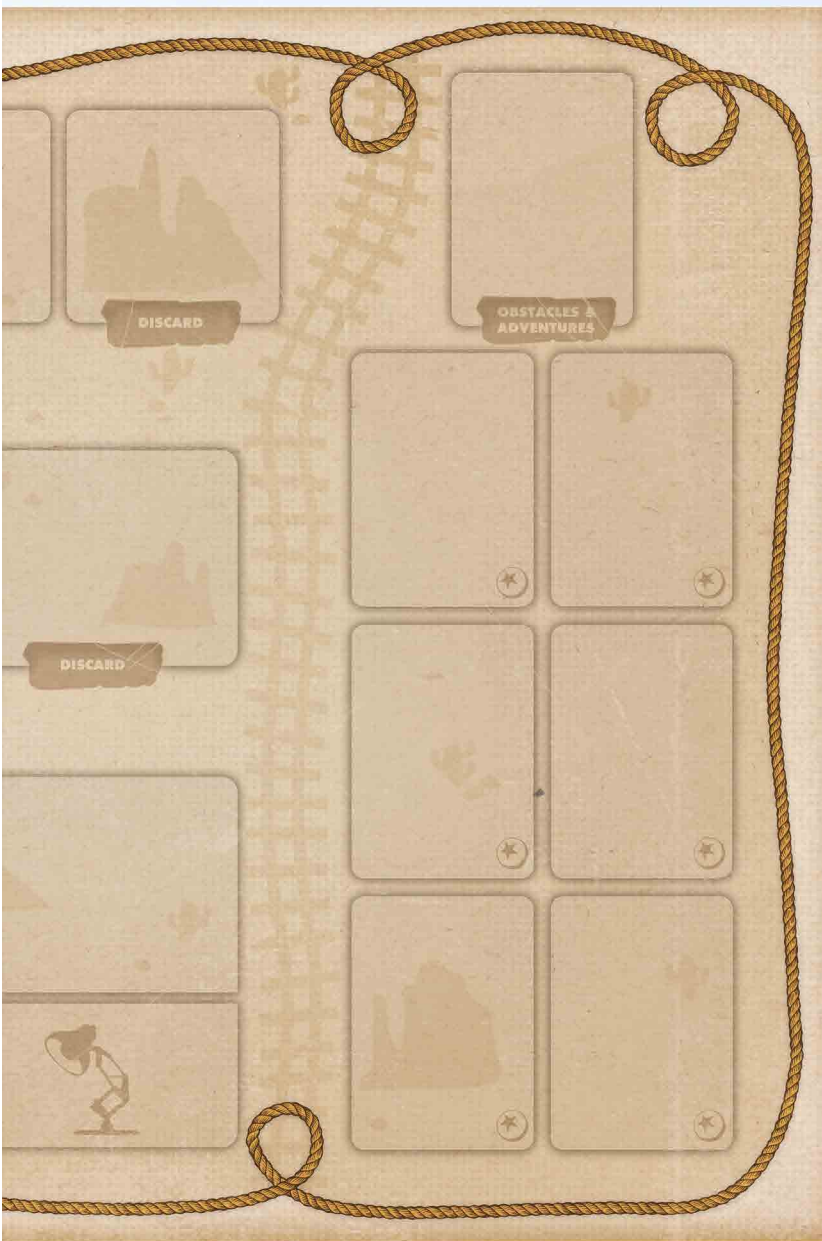
Give one to each player.
Place Health Tracker on the
10 space on your player
board as pictured.





35 Insight Pieces

25 Imagination Pieces



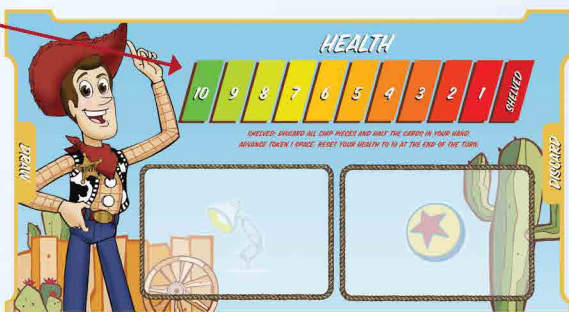
Game Board



Player Board with Health Tracker

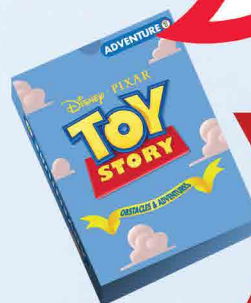
SET UP
SHOWN IS FOR A
3 PLAYER GAME

*REMEMBER, IF YOU HAVE 5
PLAYERS, YOU ALSO NEED TO
OPEN THE ADVENTURE 2 BOX.



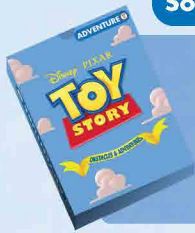
Player Boards

Give one to each player.



OPEN THE
ADVENTURE 1 BOX
AND PROCEED TO THE
NEXT PAGE.

Sort and distribute Adventure 1 cards and components



1 Adventure Track & Token



14 Dangers



4 Hazards



34 Adventure cards

1 Adventure Track and Token

Choose the appropriate player count side of the Adventure Track and place it face-up. Place the Token on the start space.

2 Danger Cards

Shuffle and stack the square Danger cards face-down.

3 Hazard Cards

Set aside the *Escape from Sid* card, shuffle the other 3 Hazard cards, then stack them all face-down with *Escape from Sid* on the bottom. For Adventure 1 there will only be one active Hazard at a time. Reveal the top card face-up in the space below.

4 Adventure Cards

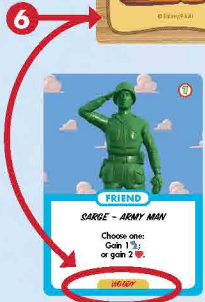
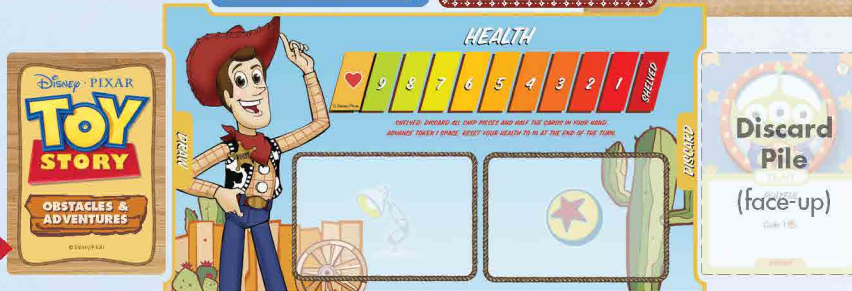
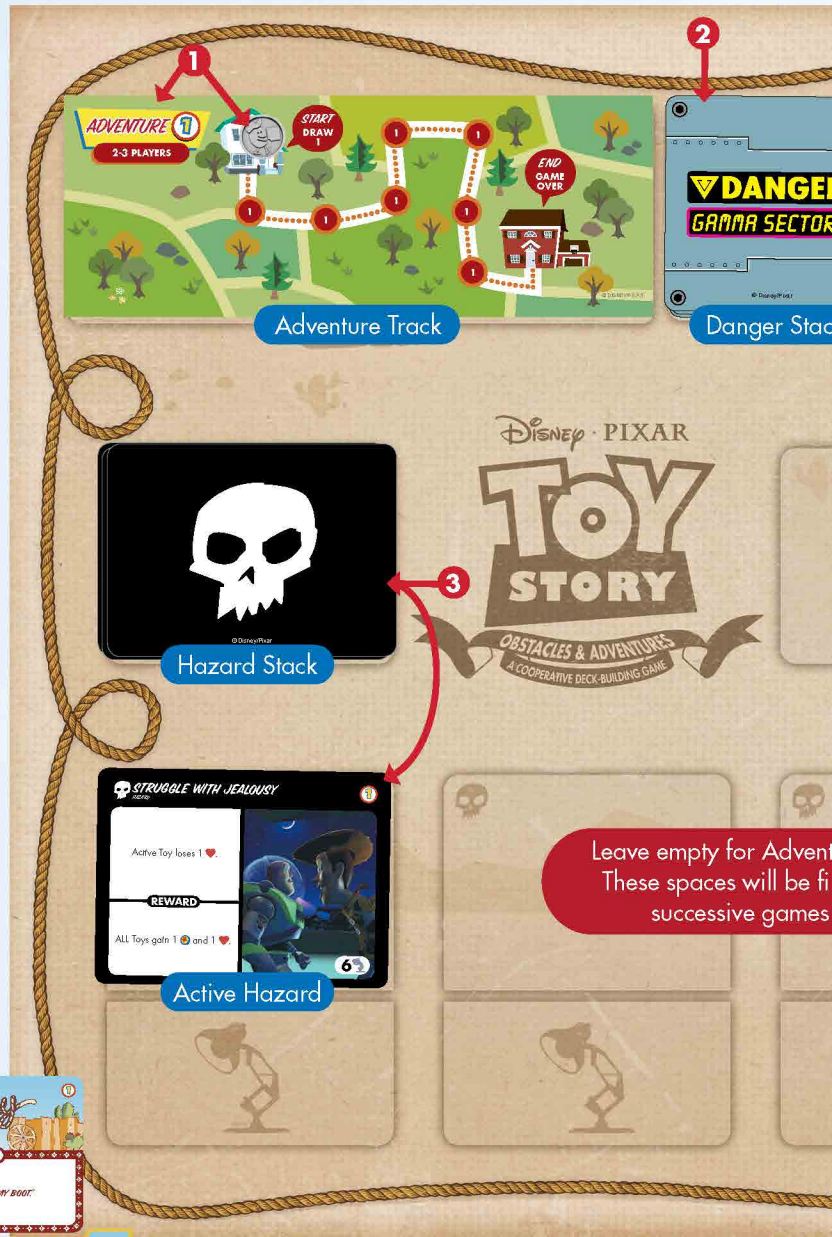
Separate out the 4 starting decks as indicated by the Toy's name on the bottom 6. Shuffle and stack the Adventure cards face-down. Place the top 6 cards face-up in the spaces below. If any of the revealed cards have the same Card name, stack them on top of each other. This way you will always have 6 unique Adventure cards available.

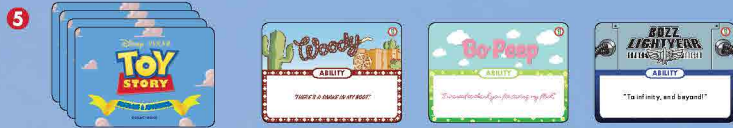
5 Turn Order and "You are a Toy" Cards

Choose a Toy. Place Turn Order and "You are a Toy" card face-up above your player board.

6 Starting Toy Deck

Shuffle and stack your deck of 10 cards face-down, then draw 5 cards. Note that each Toy has their own starting deck as indicated by the name at the bottom.

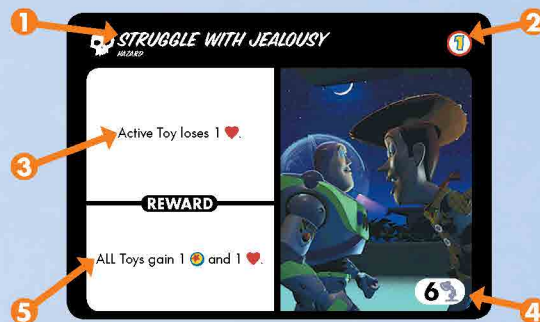
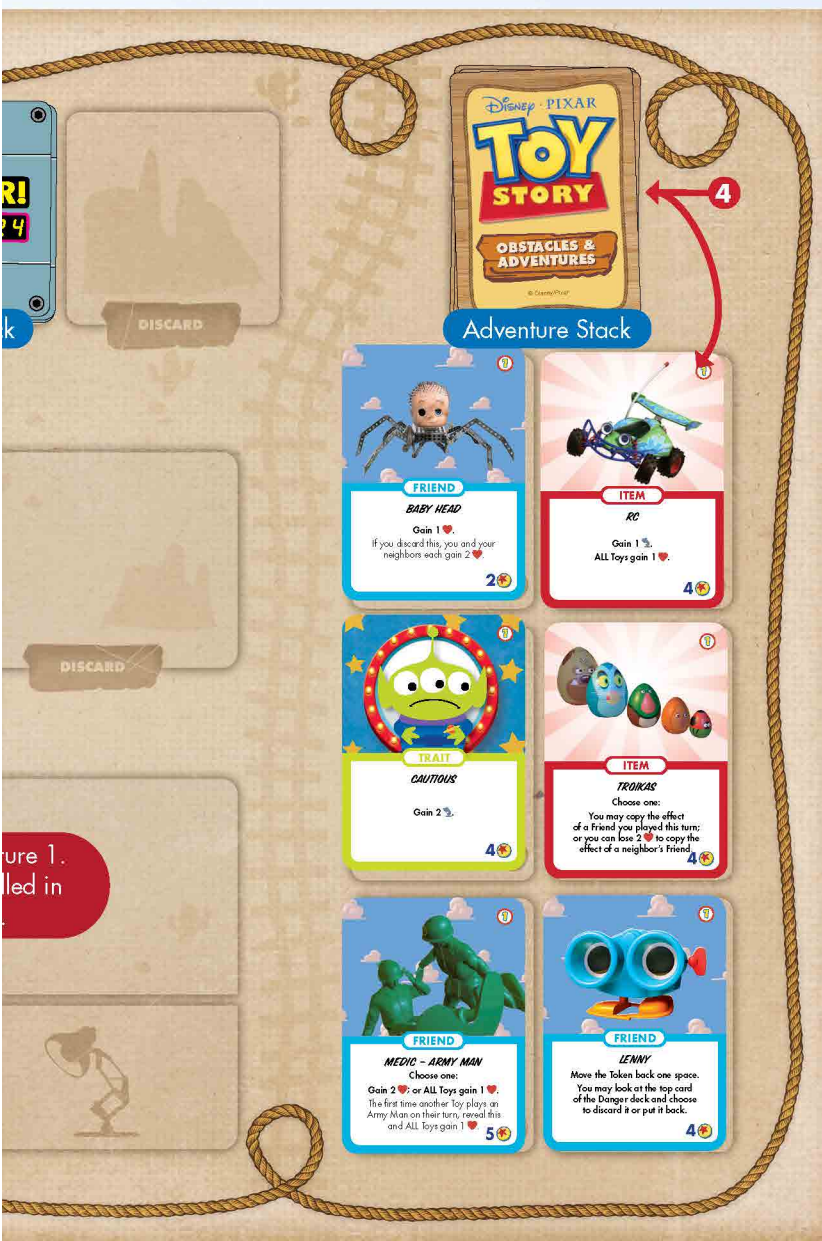




4 Turn Order and 4 "You are a Toy" cards



4 Starting Toy Decks of 10 cards



Information on Hazard Cards

- Hazard Name**
- Adventure Box Identifier**
- Hazard Effect**
- Insight Value** — The number of Insight needed to overcome the Hazard.
- Reward** — Earned when the Hazard is overcome.

icon key



Information on Adventure Cards

- Adventure Box Identifier**
- Card Type** — Either Friend, Item, or Trait. Some effects may reference these types.
- Card Name**
- Card Effect** — Gained when you play the card.
- Value** — Number of Tokens you must spend to acquire it. Some effects may reference this.

**YOU ARE READY FOR YOUR FIRST GAME.
CHOOSE A TOY TO GO FIRST.
THESE RULES ARE DESIGNED TO BE
READ AS YOU PLAY.**

OBJECTIVE

Playing cooperatively as the Toys, you win the game if you overcome all the Hazards before the Moving Van Token reaches the end of the Adventure track, thereby transferring all the Toys safely to Andy's new home.

However, if the Moving Van Token reaches the end of the track, some of the Toys were misplaced along the way and you all lose the game!

GAMEPLAY

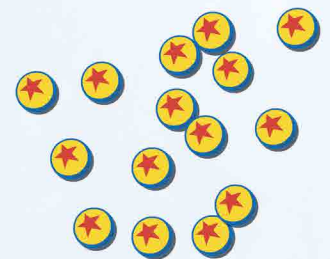
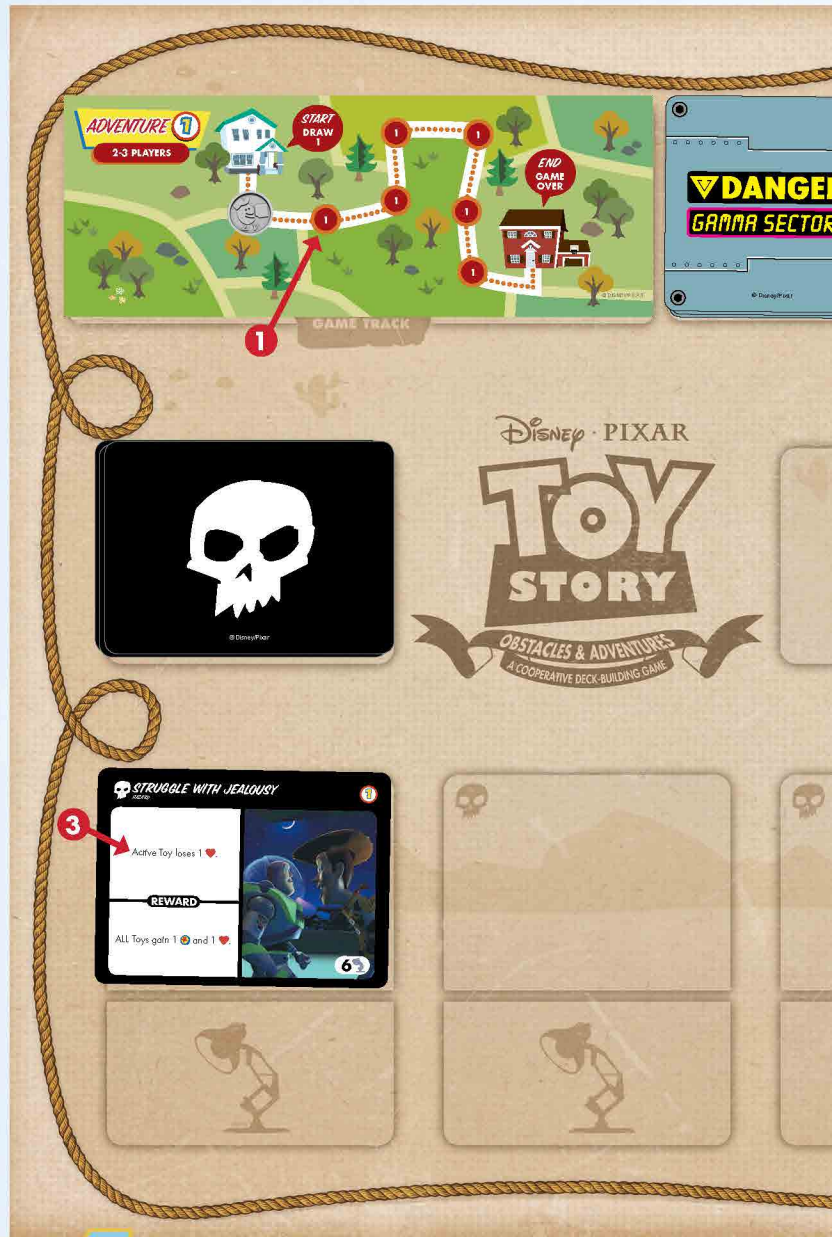
Each turn consists of four steps.

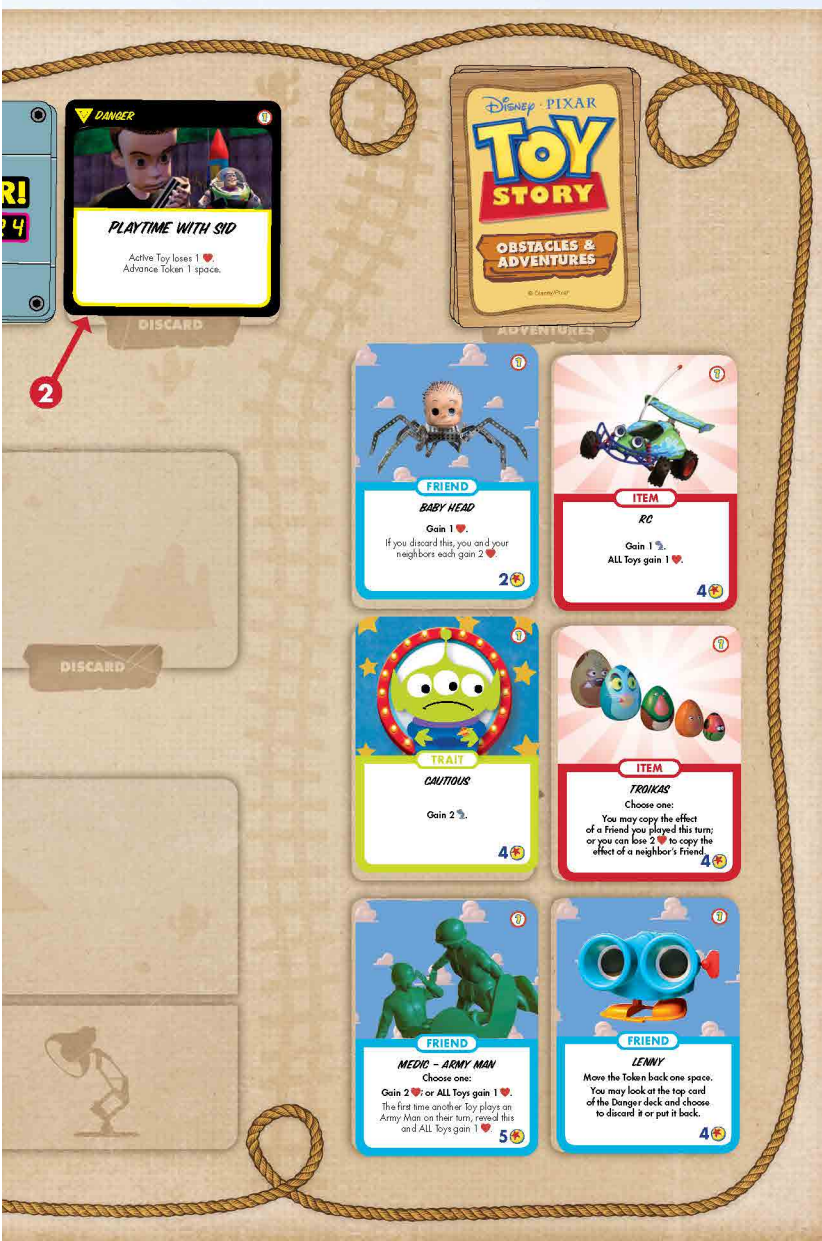
STEP 1. Reveal and Resolve Dangers

Look at the Adventure Track. It states how many Danger cards to reveal **1**. Dangers have a variety of damaging effects. One at a time, reveal and resolve Dangers, placing the cards in a discard pile beside the stack **2**. If the Danger stack runs out, shuffle the resolved cards to form a new stack.



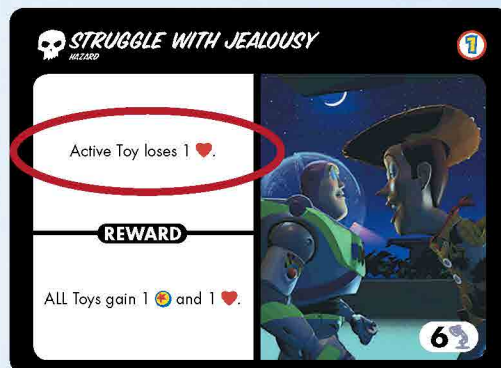
EXAMPLE: This Danger instructs Active Toy to lose 1 Health and advance the Token 1 space on the track. (See Adventure Track on page 10 for details).





STEP 2. Resolve Hazard Effects

Each Hazard has an effect ③. Some will happen each turn, and others will be triggered by Dangers or other Hazards.



EXAMPLE: Because Struggle with Jealousy is face-up, Woody (the Active Toy) loses 1 additional Health, moving his heart from 9 to 8 ④.
(see Toy Health on page 11 for details.)

PROCEED TO THE NEXT PAGE FOR THE ACTIVE TOY'S CHANCE TO PLAY CARDS AND TAKE ACTIONS.

STEP 3. Play Adventure cards and take actions

As the Active Toy, you may do all of the following in any order you choose.

- **Play cards to gain resources (🧠 & 🌟 pieces) and generate effects.**

As you play out cards, set them to the side to indicate that they have been played. 🧠 & 🌟 you gain are collected on your player board. Cards and resources cannot be saved from one turn to the next, so it is advisable to use everything each turn.

- **Assign 🧠 (Insight) to Hazards.**

When the number of 🧠 assigned to a Hazard equals its 🧠 value, the Hazard is overcome! (See Overcoming a Hazard on page 10 for details.)

- **Use 🌟 (Imagination) to acquire new cards.**

The six face-up Adventure cards are available to acquire and build a more powerful deck. You can acquire multiple cards as long as you have enough 🌟. It is possible to acquire two cards of the same name if you acquire the top card of the stack and have enough 🌟 left to also get the card below.

IMMEDIATELY place any newly acquired cards in your discard pile (not in your hand or on top of your deck) unless otherwise noted. Typically, you will not play new cards on the same turn you acquire them.

When your deck runs out of cards, you will shuffle your discard pile to form a new deck including these newly acquired cards.



EXAMPLE: Your starting hand has a Sarge, Cowboy Hat, and three Playful cards.

- 1 Since you are still pretty healthy, play Sarge and choose to gain a 🧠. Place the piece on your player board.
- 2 Play the Cowboy Hat to gain a 🌟. The card also states Army Men will cost you one less 🌟 to acquire. Play your three Playful to gain three more 🌟. Place them on your Player Board.
- 3 Assign the one 🧠 to Struggle with Jealousy. You need five more to overcome this Hazard.
- 4 Use the four 🌟 to acquire Medic-Army Man from the available Adventure cards for one less 🌟 (4 instead of 5 🌟). Immediately place the card in your discard pile.

After playing cards, taking actions and using 🧙♂️ & 🧙♀️ pieces, do the following at the end of your turn.

- 1 Check if the Token moved to the end of the Track. If it did, see End of Game below.
- 2 If you assigned enough  to overcome a Hazard this turn, replace it with the next one from the Hazard stack.
- 3 Refill the Adventure cards.
- 4 Place all cards played this turn in your discard pile. You cannot save cards for your next turn.
- 5 Discard any remaining  and  pieces. If you played cards that allow other Toys to gain resources, they DO get to keep them to use on their turn.
- 6 Draw a new hand of five cards. ONLY shuffle your discard pile to form a fresh draw deck when you need to draw or reveal cards and your deck is empty.

**END
YOUR TURN**

THE NEXT TOY'S TURN

Gameplay will continue clockwise, with the next player, as the Active Toy, taking the same four steps on their turn.

See the following pages for more information on:

Overcoming a Hazard-page 10

Adventure Track—page 10

Toy Health—page 11

END OF GAME

The game can end in one of two ways:

The Toys Overcome ALL the Hazards

Congratulations, you win. All of the Toys have been safely moved to Andy's new house! When you are ready, proceed to the next game. Open the Adventure 2 box, and follow the instructions enclosed.

The Moving Van Token reached the end of the track

If you did not overcome all of the Hazards in time, you lose. You are not yet ready to advance to Adventure 2. Reset the game to its starting configuration and try again! (see Set Up on pages 2-5.)

ADDITIONAL RULES

ADDITIONAL RULES

OVERCOMING A HAZARD

When the 🧸 assigned to a Hazard equal the number shown on the card, the Hazard has been overcome! You immediately gain the reward listed on the Hazard card, and place it in the discard space in the center of the board. Return the 🧸 assigned to the Hazard back to the pile. At the end of your turn, replace the card with the next Hazard card from the top of the stack.

Reward: Each Toy takes a 🍬 piece from the pile and puts it on their Player Board. Each Toy also gains 1 Health moving their ❤️ up one.



ADVENTURE TRACK

Some Danger and Hazard effects move the Token along the track. When the Token moves far enough, players will either have to draw additional Danger cards or will lose the game. If the Token reaches the end of the track the Active Toy has until the end of their turn to move the Token back either by playing a card or overcoming a Hazard.



TOKEN



If at the end of the turn, the Token is still at the end of the track, the Toys lose the game!

If you move the Token onto a space that will cause you to draw additional Danger cards (from 1 to 2 or 2 to 3), you get a reprieve. Begin revealing the additional Danger cards on the next player's turn. It is possible to move the Token back on the track so that you will again be drawing fewer Danger cards. Always check the track at the beginning of your turn.

** Advanced Gameplay: You can add to the difficulty of any game by starting the Token on the second or third space on the Adventure track.*

TOY HEALTH

Some Dangers and Hazard effects cause your Toy to lose ♥ and some Adventure cards allow you to gain ♥. This is indicated by moving your health tracker along your player board. If you lose all your ♥, you are Shelved and the following occurs. *Note: It is possible to get Shelved on another Toy's turn. If more than one Toy is Shelved at the same time, each one does the following:*

DANGER
MISGUIDED PLANS
Active Toy loses 2 ♥

TURN ORDER
1 Reveal and resolve DANGER cards
2 Resolve HAZARDS
3 Play ADVENTURE cards and take actions
4 End your turn - Discard any remaining cards and tokens, then draw five new cards

Woody
ABILITY
"THERE'S A SNAKE IN MY BOOT!"

Disney PIXAR TOY STORY OBSTACLES & ADVENTURES

HEALTH
10 9 8 7 6 5 4 3 2 1 ♥
SHELVED: DISCARD ALL CHIP PIECES AND HALF THE CARDS IN YOUR HAND.
ADVANCE TOKEN 1 SPACE, RESET YOUR HEALTH TO 10 AT THE END OF THE TURN.

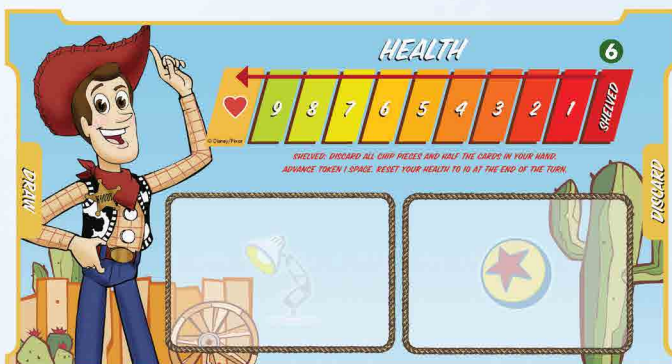
ITEM
COWBOY HAT
Gain one ♥.
Army Men cost 1 less ♥.

FRIEND
SARGE - ARMY MAN
Choose one:
Gain 1 ♥ or gain 2 ♥.

TRAIT
PLAYFUL
Gain 1 ♥.

FRIEND
HAND-IN-THE-BOX
Gain 1 ♥.
If you discard this, you and your neighbors each draw a card.

- 1 You cannot lose (or gain*) any more ♥ this turn.
- 2 Discard any ♀ or ♂ pieces you may have saved on your player board from other Toy's turns.
- 3 Discard half the cards in your hand, rounded down. For example, if you have five cards, choose two to discard. If a card has an effect generated by being discarded you DO still get that effect.
- 4 Advance the Token one space along the Adventure Track.
- 5 If it is your turn, you may still play cards and take actions with whatever you have remaining after being Shelved.
- 6 *At the end of the Active Toy's turn you have been repaired. Reset your Toy's ♥ to its maximum value (10).



REMINDERS

Adventure cards

In the first few games, it is possible for the Adventure stack to run out of cards to acquire. Continue playing with the remaining available Adventure cards and the decks you have built until the end of the game.

Once per game, any one Toy may forgo acquiring cards to place ALL available cards on the bottom of the Adventure card stack and reveal new cards. This is helpful if you find you cannot acquire cards because they are all too expensive.



Drawing and Discarding cards

Some cards, like the *Baby Monitor*, have the effect to “Draw a Card.” When you play these, always draw from your Toy’s deck. If the card also has an additional effect to “Discard a Card,” you may choose any card in your hand not just from among the cards you drew.

Other cards have effects that only happen if you choose to discard them, not when you play them. For example: *Strategy Guide* (Rex’s starting deck) gives him 1 🧠 when it is played, but 2 ❤️ when it is discarded. The effect on these cards triggers if you choose to discard them to a Danger, Hazard, from being Shelved, or to another Adventure card. However, you do NOT get the effect when you place the card in your discard pile at the end of your turn.



Placing Cards on top of your Deck

This is a good thing. Rather than having to wait until your discard pile is shuffled to gain access to a card, cards with this directive ensure that you will draw a newly acquired card on your next turn.

Saving Insight and Imagination

If you gain 🧠 or 🌟 pieces on another Toy’s turn you may save them on your player board until your turn. At the end of your turn any pieces that you have not used must be discarded to their piles. The exception is if you play Hamm. Hamm allows the player to save any 🧠 and 🌟 pieces at the end of their turn instead of discarding them.



Neighbors

Your Neighbors are the players to your left and right. In a two player game, the other Toy only counts as one neighbor.



Danger and Hazard cards

As the Adventures progress in difficulty, many of the Danger and Hazard effects will have a compounding effect. For example: *BROKEN!* states “Active Toy and their Neighbors each lose 1 ❤️ and advance Token 1 space.” *Escape from Sid* has the effect “Each time the Token is advanced, ALL Toys lose 2 ❤️.” The combined effect is that the Token advances 1 space and the Active Toy and their Neighbors will lose 3 ❤️ and any other Toys will lose 2 ❤️ before the Active Toy can begin taking actions.



Storing the game

You do not need to play all six games at once. Included in the tray are eleven Divider cards. When you are ready to pack the game up, use the dividers to sort the cards by type instead of by Adventure. This will make setting up your next game faster. The additional rules can be stored in the pockets on the next page.



Advanced Players and 5 Players

After reading these rules, if you are familiar with deck-building games, or have 5 players, you may proceed directly to Adventure 2. You will open boxes for Adventures 1 and 2, review the additional rules enclosed in the next box, and start your Adventure there. You can also increase the difficulty of each game by starting with the token one or two spaces further down the track.





Store Adventure 2 rules here.



Store Adventure 3 rules here.



Store Adventure 4 rules here.



Store Adventure 5 rules here.



Store Adventure 6 rules here.



CONTENTS:

Game Board • 261 Cards (42 Small, 198 Regular, 21 Oversized) • 4 Dice
6 Adventure Boxes • 1 Rule Book • 5 Rule Sheets • 11 Dividers • 6 Adventure Tracks
5 Player Boards • 6 Zinc Tokens • 65 Chip Pieces (35 Insight • 25 Imagination • 5 Health)

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DESIGNED & DEVELOPED BY:

INVENTED BY:



Based on Disney and Pixar's *Toy Story*.

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