

OBSTACLES & ADVENTURES

A COOPERATIVE DECK-BUILDING GAME

Overcome Hazards and Dangers to get back to Andy before the Airplane takes off for Tokyo.

ADVENTURE 2

CONTENTS & SET UP

Use the correct side for your player count. These replace the Adventure 1 track and Token. **>NEW<**



Shuffle together with the Adventure 1 Danger cards.



This replaces the Escape from Sid card in Adventure 1. Place face-down on the bottom of the Hazard stack. >NEW<



Shuffle with the remaining Adventure 1 Hazard cards. Stack face-down. Reveal the top 2 cards in the spaces below the Hazard stack.



Shuffle together with the Adventure 1 Adventure cards.
Reveal the top 6, stacking any duplicate cards.



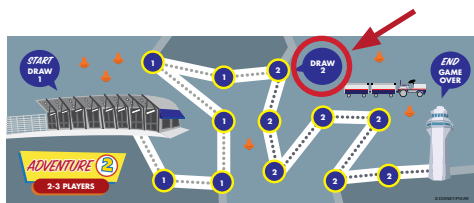
This adventure can now be played with 5 people. You may continue your Adventure with another Toy. >NEW<



Prepare your Toy

GAMEPLAY

Watch out! The track now has Draw 2 Danger spaces. If you start your turn with the Token on one of those spaces you must resolve 2 Dangers at the start of your turn. You still only need to resolve 1 card, even if the Token advances into the next section on your turn.



Players must defeat all 7 Hazards. You will now have 2 Hazards face-up at a time.

Remember, newly acquired cards go directly to your discard pile. They cannot be played immediately.

When you overcome a Hazard, replace it with the next one from the top of the stack at the end of your turn. There should always be 2 Hazards face-up.

- Discard any 🧸 or 🌟 pieces you may have collected and half the cards in your hand, rounded down.
- Advance the Token 1 space.
- If it is your turn, you may still play cards and take actions with whatever you have remaining after being Shelved.
- At the end of the Active Toy's turn, reset your ❤️ to its maximum value (10).

ALL the Hazards are overcome — Toys Win!

Congratulations! You successfully rescued Jessie and made it back to Andy's room! Proceed to Adventure 3, opening its box and following the rules enclosed.

The Airplane Token reaches the end of the track — Toys Lose!

Jessie and Woody are on their way to Japan. Before you are ready to move on to Adventure 3, you must win this game. Reset the game to its starting configuration, and try again!

The OP and USAOPOLY are trademarks of USAopoly, Inc. Invented and licensed by Forrest-Pruzan.
© Disney/Pixar.

© Disney/Pixar.