

Disney · PIXAR TOY STORY

OBSTACLES & ADVENTURES
A COOPERATIVE DECK-BUILDING GAME

OBJECTIVE:

Overcome Hazards and Dangers to get out of Sunnyside Daycare and climb aboard the crane, before you reach the end of the track.

ADVENTURE 3

CONTENTS & SET UP

1 Adventure Track and Token.

Use the correct side for your player count. These replace the Adventure 2 track and Token. **>NEW<**



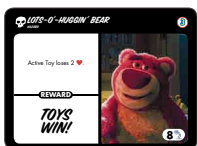
5 Danger Cards.

Shuffle together with the previous Danger cards.



1 Lots-o'-Huggin' Bear Card.

This replaces the Prospector Pete card in Adventure 2. Place face-down on the bottom of the Hazard stack. **>NEW<**



2 Hazard Cards.

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



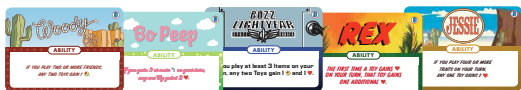
20 Adventure Cards.

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



5 Upgraded "You are a Toy" Cards.

This replaces your previous "You are a Toy" card. Place above your player board. **>NEW<**



4 Colored Dice.

(See next Page). **>NEW<**



Place cards on the same game board spaces for Adventure 2.

Prepare your Toy

Replace your Adventure 1 or 2 “You are a Toy” card with the new one included in this box. You are growing up and you now have an ability to use throughout the game. As in the first two games, shuffle and stack your starting deck of 10 cards face-down, then draw 5 cards.



GAMEPLAY

Gameplay proceeds with the same 4 steps from previous games.

STEP 1. REVEAL AND RESOLVE DANGERS

Watch out! The track now has Draw 2 and Draw 3 Danger spaces. Only reveal Danger cards based on where the Token is at the start of your turn.

STEP 2. RESOLVE HAZARD EFFECTS

Players must defeat all 9 Hazards. From now on, you will now have 3 Hazards face-up at a time.

STEP 3. PLAY ADVENTURE CARDS AND TAKE TOY ACTIONS

Remember to use your new Toy ability.

STEP 4. END YOUR TURN

Toy Story Dice

There are four color-coded Toy Story dice.

Some Adventure cards allow you to roll a specific colored die, as indicated by the icon on the card.

(red) (yellow) (blue) (green)

Your dice roll generates one of four effects that benefit ALL Toys as follows:

- : ALL Toys gain 1 .
- : ALL Toys gain 1 .
- : ALL Toys gain 1 .
- : ALL Toys draw a card.

Note: All dice are different, but have at least one of each symbol.

Reminder if your Toy is Shelved

- 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).

End of Game

ALL the Hazards are overcome — Toy's Win!

Congratulations! You successfully climbed aboard the crane and now have Bonnie's name on your foot. Proceed to Adventure 4 box and follow the rules enclosed.

The Crane token reaches the end of the track — Toys Lose!

The Space Aliens could not rescue you in time. Reset the game to its starting configuration, and try again!

Based on Disney and Pixar's Toy Story 3.

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