

Disney · PIXAR TOY STORY

OBSTACLES & ADVENTURES A COOPERATIVE DECK-BUILDING GAME

OBJECTIVE:

It is a dark and stormy night. You and your companions must survive a night of utter terror in the Sleepwell Motel. Overcome the three Hazards before Bonnie's Mom's car reaches the end of the track and drives away.

ADVENTURE 4

CONTENTS & SET UP

1 Adventure Track and Token.

Use the correct side for your player count. These replace the Adventure 3 track and Token. **>NEW<**



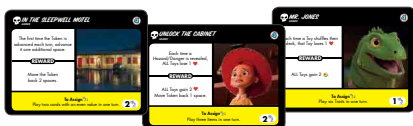
6 Danger/Hazard Cards.

Shuffle together with the previous Danger cards. **>NEW<**



3 Hazard cards.

DO NOT shuffle with the other Hazard cards. Place all 3 face-up on the game board. (See next page) **>NEW<**



14 Adventure Cards.

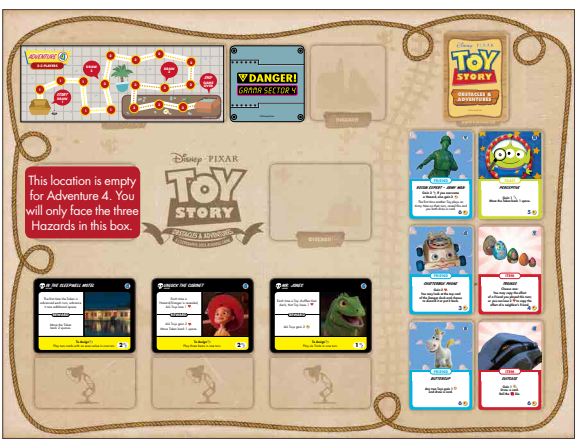
Shuffle together with the Adventure cards. Reveal the top 6, stacking any duplicate cards.



Prepare your Toy

Toy Set Up is the same as Adventure 3. Take your Adventure 3 "You are a Toy" card, along with your Toy's deck of starting Adventure cards. You **DO NOT** get to start the game with any of the Adventure cards you acquired from prior games.





GAMEPLAY

Gameplay proceeds with the same 4 steps from previous games.

STEP 1. REVEAL AND RESOLVE DANGERS

Danger/Hazards have lingering effects. These cards are shuffled into the Danger deck. If you draw one, place it face-up in front of you. Until the Danger/Hazard is overcome by assigning 3 🧸 to it, the Toy that drew it is restricted on what they can do on their turn. Any Toy, not just the one who drew the card, may assign 🧸 to help overcome the Danger/Hazard.



STEP 2. RESOLVE HAZARD EFFECTS

There are only 3 Hazards in this game. Each of these three Hazards has a specific requirement to meet before 🧸 can be assigned to it. For *Overnight in the Sleepwell Motel*, twice the Toys will need to play 2 cards with an even 🎲 value on their turn. Since starting cards have no value, they will first need to acquire two even cards from the market. Once the condition has been met, take a 🧸 from the supply and assign it to the card. **Each time** a 🧸 is assigned, gain the reward listed on the card.



STEP 3. PLAY ADVENTURE CARDS AND TAKE TOY ACTIONS

Some of the directives on the Adventure cards allow players to scrap cards. By getting rid of the weaker cards, you will have access to the better cards you acquired faster. When a card is scrapped it is removed from your deck for the rest of the game.

STEP 4. END YOUR TURN

Remember to claim the reward each time a 🧸 is assigned to one of the three Hazards, not just when it is overcome.

End of Game

ALL the Hazards are overcome — Toys Win!

Congratulations! This has been a terrifying night, but you have overcome your fears and are safely back in the car. Proceed to Adventure 5 box and follow the rules enclosed.

The Mr. Jones Token reaches the end of the track — Toys Lose!

Bonnie and her mom depart the Sleepwell Motel without her Toys. Reset the game to its starting configuration and try again!

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

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