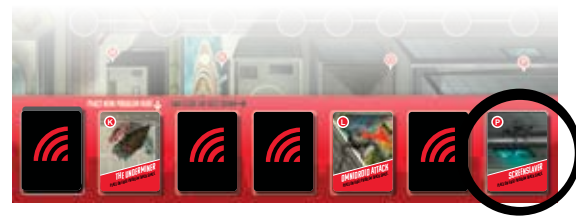


## ENDING THE GAME The game can end in two ways:

- At any time during the game, if there are no problems left to fix (all the cards on the Problem Track are face-down) AND the Jack-Jack Die is not on the game board, The Incredibles have saved the city! All the players win!

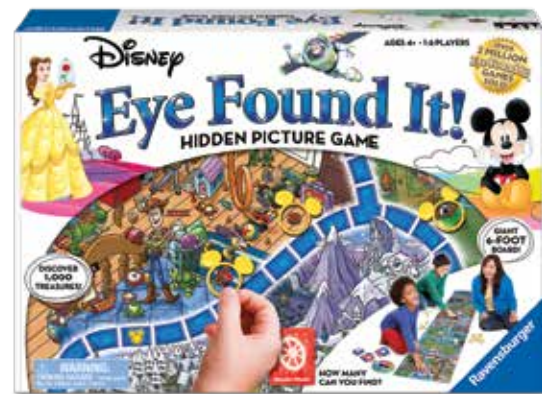


- If a **face-up** Problem Card ever slides onto the "Too Late!" space, then The Incredibles were not able to save the city this time. Try playing again!



## Discover hidden treasures and beloved Disney characters on the colorful, six-foot long game board!

The jumbo game board is rich with whimsical artwork and favorite Disney characters, making this game a family favorite. Join Mickey Mouse and friends on an exciting race through 12 exquisitely illustrated Disney realms, from Radiator Springs and Arendelle to Peter Pan's Never Land and Alice's Wonderland. Throughout the race, everyone searches for iconic Disney objects ... and gets a chance to say, "I found it!"



Instructions: © 2018 Wonder Forge Inc.

USe01

**WARNING:**  
CHOKING HAZARD - Small parts.  
Not for children under 3 years.



# SAVE THE DAY GAME

## INSTRUCTIONS

Ages 6 and Up • 1 to 4 Players • 30 Minutes



## GAME SUMMARY

- Metroville is in trouble and needs The Incredibles!
- Work together as a team to fix problems around the city.
- Rescue Jack-Jack each time he teleports away.
- If any problem reaches the "Too Late!" space, you all lose.
- If you fix the problems and rescue Jack-Jack, you all win!

**WATCH THE VIDEO**  
[wonderforge.com/SaveTheDayGame](http://wonderforge.com/SaveTheDayGame)

## SET UP

- Pop out all the tiles in the game board and replace them loosely in the holes so the safe sides are showing.
- Randomly select three Problem Cards (with the red circle icon and red lower section). Turn over the corresponding lettered tiles in the game board so the problem sides are showing. These are the starting problems!
- Place the three starting Problem Cards face-up on the three spaces of the Problem Track next to the Alarm space.
- Shuffle the remaining cards and place them in a face-down deck on the Alarm space of the Problem Track.
- Place the Rubble Markers and Movement Die near the game board.
- Place the Jack-Jack Die on the 1 space on the game board.
- Each player chooses a character (Mr. Incredible, Mrs. Incredible, Violet, or Dash) and takes the corresponding Mover and Power Die. Insert your Mover into the matching Mover Base and place it on the Start space.



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# ON YOUR TURN

## 1 Roll the Movement Die



Roll the Movement Die at the start of your turn, even if you do not plan to move.

## 2 If you roll an Alarm symbol , draw a card and follow the instructions for that card type. →

## 3 Move your Mover

You may move up to the number of spaces shown on the Movement Die, and you may move through or share spaces with other Movers. But you don't have to move if you don't want to.

If you end your movement on the space with the Jack-Jack Die, you rescue Jack-Jack! Remove the Jack-Jack Die from the game board. Now, whenever any player tries to fix a problem (see step 4), they may roll the Jack-Jack Die in addition to their own Power Die. If Jack-Jack teleports away later in the game, however, you'll have to rescue him again!



## 4 Try to fix a problem

Each problem requires a certain power to fix it. If you end your movement on a space with a Power symbol, try to fix that problem by rolling your Power Die. If Jack-Jack has been rescued, you may roll the Jack-Jack Die in addition to your Power Die. If you roll the required Power symbol or a Wild on either your Power Die or the Jack-Jack Die, you've fixed the problem!



This problem requires **Agility** to fix it.

**If you fixed the problem,** turn over the tile in the game board so the safe side is showing. Turn the corresponding Problem Card on the Problem Track face-down and **leave the card on the Problem Track.**



When a problem is fixed, the card is turned over and **stays** on the Problem Track.

**If you did not fix the problem,** stay on that space without turning over the tile or the Problem Card. You may try to fix the problem again on your next turn.

**Now it's the next player's turn.**

### Power Symbols



**Strength**



**Speed**



**Defense**



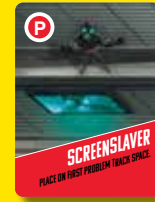
**Agility**



**Wild**  
This side counts as all powers.

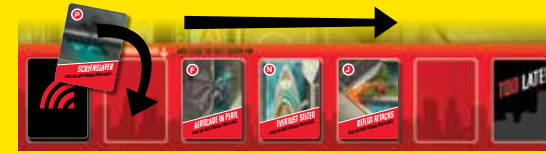
**Hint:** All characters are able to fix any problem. However, each character has a different Power symbol that they are better at rolling. Be strategic when deciding which player should try to fix each problem.

# CARD TYPES



## Problem Cards

There's a new problem in Metroville! Turn over the corresponding lettered tile in the game board so the problem side is showing. Then slide all the cards on the Problem Track one space to the right and place the new Problem Card face-up on the space closest to the deck.



Slide the cards one space to the right and place the new card next to the deck.

If a **face-down** Problem Card slides onto the "Too Late!" space, discard it. You fixed that problem in time!

If a **face-up** Problem Card slides onto the "Too Late!" space, the game is over (see **ENDING THE GAME**).

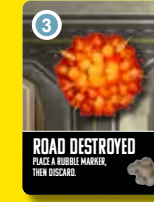


## Jack-Jack Cards

Jack-Jack has teleported away! Place the Jack-Jack Die on the corresponding numbered space on the game board and **discard this card**. If the Jack-Jack Die is already on the game board, move it to the new space.

**Note:** If a Mover is on the space where Jack-Jack appears, Jack-Jack is immediately rescued, and his die is removed from the game board.

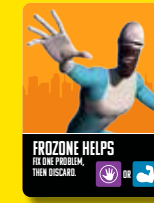
When the Jack-Jack Die is on the game board, players may not roll his die. Someone should go rescue him! After any player rescues Jack-Jack (see step 3), then all players may roll his die when they try to fix a problem (see step 4), until he teleports again.



## Road Destroyed Cards

A road has been blocked! Place a Rubble Marker on the corresponding numbered space on the game board and **discard this card**. Players may not move onto or through the space with the Rubble Marker.

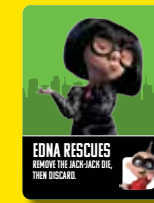
**Note:** If a Mover is on the space where a Rubble Marker appears, move that Mover to an adjacent space of your choice.



## Frozone Cards

Frozone is here to help! Choose one problem with a matching Power symbol to fix and **discard this card**. Turn over the tile in the game board so the safe side is showing, and turn the corresponding Problem Card on the Problem Track face-down.

**Note:** If there are no problems with a matching Power symbol, the Frozone Card is discarded with no effect.



## Edna Cards

Edna will go rescue Jack-Jack! If the Jack-Jack Die is on the game board, remove it and **discard this card**. Now whenever any player tries to fix a problem (see step 4), they may roll the Jack-Jack Die.

**Note:** If the Jack-Jack Die is not on the game board, the Edna Card is discarded with no effect.

**IMPORTANT:** If the cards run out, each time the Alarm symbol is rolled, slide all the cards on the Problem Track one space to the right. **Do not** shuffle or reuse discarded cards.