

THE INCREDIBLES GAME

Game Play Instructions FOR 2 to 4 PLAYERS/AGES 6+

Object: Be the first player to reach the Omnidroid Defeated! space with the Controller.

Meet the Incredible family: Mr. Incredible, Helen (Elastigirl), and two of their kids, Violet and Dash (Jack's at home with the babysitter). They all have special powers. But are they enough to stop Syndrome's evil Omnidroid?

Choose a Hero pawn, then roll the 12-sided die to advance it toward the Omnidroid. Take cover behind Frozone's Ice Walls to survive the menacing attacks of the Omnidroid, as you search for the Controller. To win, find the Controller, then be first to defeat the Omnidroid!

Game Assembly

Assemble your game as shown on the cardboard platform.

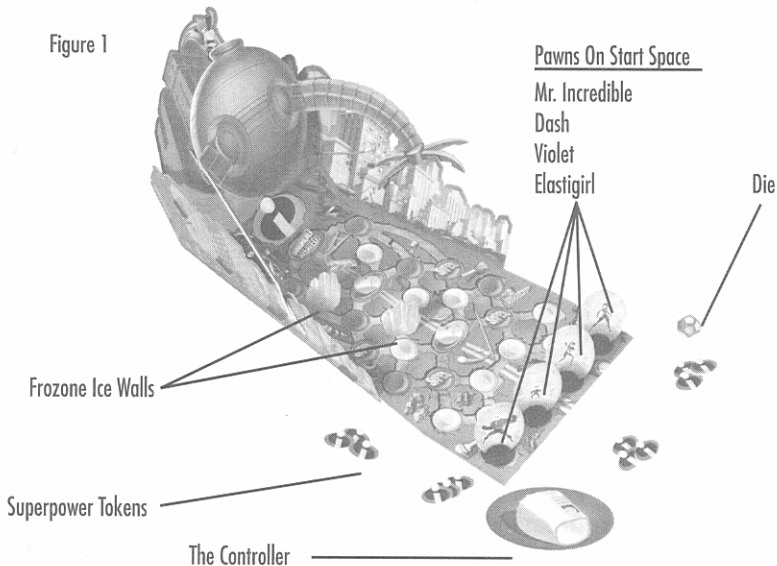
Getting Ready

Figure 1, below, shows a 4-player game set up and ready to play. Refer to it as you set up your game.

1. The Hero pawns: Choose a pawn and place it on a Start space on the gameboard. All players do the same (one pawn to a space). Place any unused pawns out of the game.

2. The Superpower tokens: Take 3 tokens and place them in front of you. All players do the same. Place any unused tokens out of the game.

Figure 1



3. The Frozone Ice Walls: Fit the 2 Frozone Ice Walls into any 2 of the 4 gameboard slots. (Figure 1 shows an example of Ice Wall placement.) Place the die and the Controller near the gameboard.

How to Play

The player wearing the most red goes first. If no one's wearing red, take turns rolling the die; the first player to roll a Frozone Ice Wall goes first. Play will then continue to the left.

ON YOUR TURN

On each of your turns, you'll roll the die one or more times, trying to move space-by-space toward the Omnidroid. On your turn, follow the steps below.

1. Declare a space. Decide which space you want to move your pawn to, then announce it to the other players.

You may declare any open space connected to the space your pawn is on, as long as a Frozone Ice Wall isn't blocking your way; or you may "jump over" another pawn onto any open space connected to it.

Several of the gameboard spaces have special rules. See SPECIAL SPACES, below.

2. Roll the die. After rolling the die, notice the color on top. Then do the following:

ROLLING A PLAIN COLOR

- If the die color matches any color on your declared space, move your pawn onto that space. (For example, if you declared an orange-and-yellow space and you roll orange or yellow, you may move onto that space.) Then declare a new space, and roll the die again.
- If the die color doesn't match any color on your declared space, you can't move. Either play a Superpower token to move again (see Playing a Superpower token, below); or leave your pawn where it is, and end your turn by attacking with the Omnidroid (see THE OMNIDROID ATTACKS!).

ROLLING A FROZONE ICE WALL

The Frozone Ice Walls can be strategically moved to protect your pawn or expose an opponent's pawn during Omnidroid attacks. If you roll a Frozone Ice Wall, move onto your declared space, if you can. Then (whether you moved or not) you may move one Ice Wall into a new gameboard slot.

If you moved your pawn, declare and roll again; if you could not move your pawn, play a token or attack with the Omnidroid, as explained below.



Playing a Superpower token: If you can't move after rolling the die, you may play one of your Superpower tokens. Place it out of the game, then move onto your declared space without rolling the die. Then end your turn by attacking with the Omnidroid. See THE OMNIDROID ATTACKS!

SPECIAL SPACES



Start spaces: Pawns start the game on these spaces. They are considered Safe spaces: pawns on these spaces are unaffected by Omnidroid attacks.



Safe spaces: Any pawn on a Safe space, or a Start space, is unaffected by an Omnidroid attack.



Controller spaces: There are 2 of these spaces. If your pawn lands on either one, you get the Controller! Take it from the side of the gameboard, or from the player who has it.



The Omnidroid Defeated! space: If your pawn reaches this space and you have the Controller, you defeat the Omnidroid and win the game!

THE OMNIDROID ATTACKS!

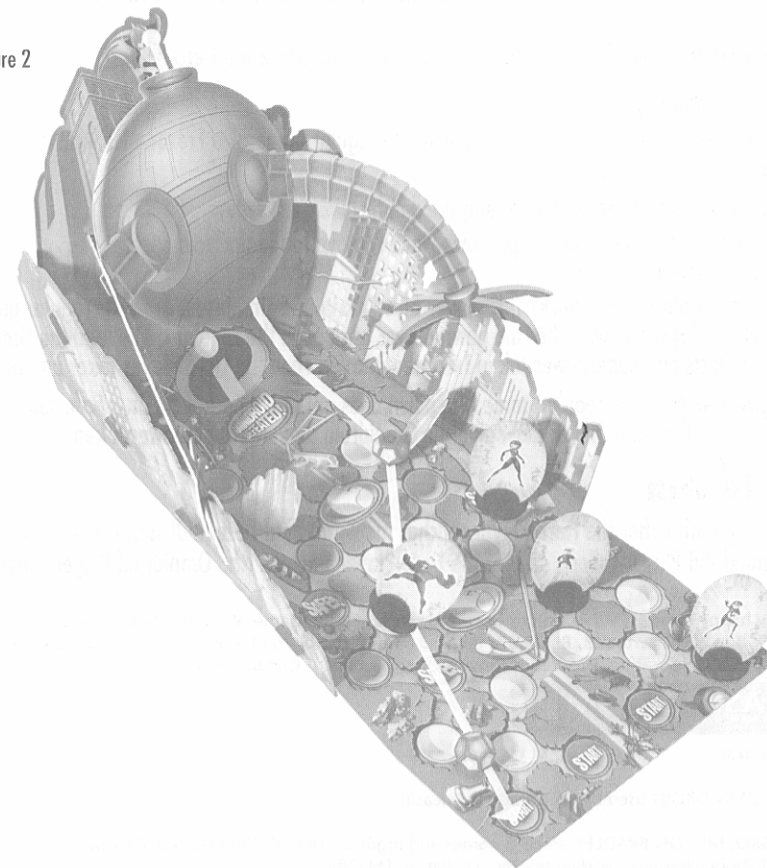
Your turn always ends with an Omnidroid attack. To attack, drop the die down onto the gameboard from anywhere in back of the Omnidroid's body (not necessarily through the chute). Figure 2 shows an example of an Omnidroid attack.

Getting hit: Watch carefully as the die rolls onto the gameboard. Any pawn touched by the die is considered hit. Note: If a pawn is touched by an Ice Wall or by another pawn, it is not considered hit.

If your pawn was hit, move it back to the nearest empty Safe space or Start space. (In case of multiple hits, pawns move back one at a time, in the order in which they were hit.) After an Omnidroid attack, remove the die from the gameboard.

After the Omnidroid attacks, it's the next player's turn.

Figure 2



In this Omnidroid attack, the die bounces off an Ice Wall (protecting the pawn behind it), then hits another pawn. The hit pawn moves back to the nearest Safe space.

How to Win

The first player to reach the Omnidroid Defeated! space with the Controller wins. If you lose the Controller before you reach the space, you must return to a Controller space to get it. Hang onto it long enough to reach the Omnidroid Defeated! space, and you'll win!

2-PLAYER CHALLENGE GAME

In this one-on-one battle, one player takes on the role of any Hero, while the other player represents Syndrome and his evil Omnidroid.

Object

Hero Player: Reach the Omnidroid Defeated! space before losing your last Superpower token.

Omnidroid Player: Stop the Hero Player from reaching the Omnidroid Defeated! space, by collecting all 6 of his/her Superpower tokens.

Get Ready

Hero Player: Choose one Hero pawn, and place it on any Start space. Take 6 Superpower tokens and the Controller (which you'll keep for the whole game). Set aside the Frozone Ice Walls—they aren't used in this game.

Omnidroid Player: Take the die. You'll be using it to attack the Hero Player!

How to Play

The Hero Player declares, rolls and moves as in the regular game. If a Frozone Ice Wall is rolled, it counts only as a plain yellow.

If the Hero Player can't move after rolling the die, he/she must either:

- Give the Omnidroid Player one Superpower token, move to the declared space, then take another turn; or
- Let the Omnidroid Player attack! This player attacks with the Omnidroid as in the regular game. If the Hero Player's pawn is hit, the pawn moves back as in the regular game, and the Omnidroid Player collects one Superpower token from that player. Then the Hero Player takes another turn.

Safe spaces: As in the regular game, the pawn does not move back if hit on a Safe space or a Start space. However, the Hero Player must give the Omnidroid player a Superpower token.

How to Win

Keep playing until either the Hero Player reaches the Omnidroid Defeated! space (the Hero Player wins); or the Omnidroid Player collects all 6 of the Hero Player's tokens (the Omnidroid Player wins).

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.



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