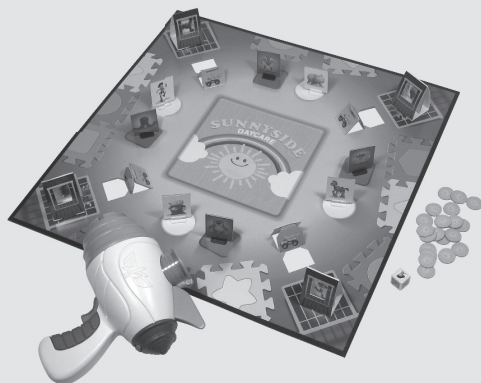


GB

AGE
5+2+
PLAYERSDisney PIXAR
TOY
STORY
3SPACE
SHOOTER
TARGET
GAME

HERE'S WHAT YOU GET!

- 1 Space shooter • 12 Foam discs
- 1 Gameboard • 1 Die • 20 Scoring tokens
- 12 Character pawns • 4 Purple pawn stands
- 8 White pawn stands • 4 Cardboard "jail cells"



BEFORE YOU BEGIN

The first time you play...

1. You probably already know this... but you should always remove all of the game components from their cardboard or plastic wrappings. Recycle the waste.
2. Put each good toy with a white background (Woody, Hamm, Rex, Mr. Potato Head, Jessie, Mrs. Potato Head, Bullseye and Alien) in a white pawn stand. Put each bad toy with a purple background (Lotso, Chunk, Stretch and Twitch) in a purple pawn stand.
3. Pop open the truck stops on the gameboard. Push up each truck stop flap from underneath the gameboard. See Figure 1. Then tuck it into place. See Figure 2.
4. Assemble the cardboard jail cells. Bend the jail cells along the creases and connect. See Figure 3.



Figure 1

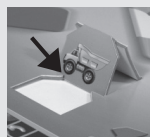


Figure 2

SET-UP

1. Put the jailed toys (Jessie, Mrs. Potato Head, Mr. Potato Head and Rex) into a jail cell (one character per cell). See Figure 4.
2. Place each jail cell on the matching jail space on the gameboard.
3. Place the 8 remaining characters on the gameboard.

The good toys (white pawn stands) go on the white circle spaces.

The bad toys (purple pawn stands) go on the purple square spaces.

4. Load all of the foam discs into the Space Shooter's chamber. See Figure 5. Make sure each disc lies flat and be careful not to bend them. Close the cover. When you're ready to shoot, be sure to turn the Space Shooter ON(I).

5. Put the tokens to the side of the gameboard.



Figure 3

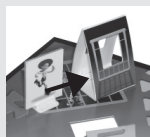


Figure 4



Figure 5

GAMEPLAY

You're Buzz Lightyear and you just woke up from demo mode to find you were brainwashed by the evil Lotso! Oh no! While you were brainwashed, four of your friends were locked up in jail. Can you help them escape and stop the other toys being jailed too?

Where should you stand?

Easy Game – Stand anywhere you like, but when you shoot, your Space Shooter cannot be over the gameboard.

Medium Game – Once each player is on a different side of the gameboard, everyone must take three steps back. Once you're there, you can't move any closer when you shoot, and you must shoot from that location on each turn.

Hard Game – Same as above, but each player moves six steps back.

Medium Game

Stand 3 steps away from the gameboard



AIM OF THE GAME

Shoot and fire! Knock down the bad toys and collect a token. Knock down the jail cells and free the jailed toys, but try not to knock down the other good toys! Once all of the jailed toys are free, add up your tokens. The player with the most tokens wins.

QUICK RULES ON SHOOTING

- Remember to turn your space shooter on!
- Keep shooting until you knock down a toy. Then stop shooting.
- If you run out of discs before you knock down a toy, reload and keep trying.
- At the end of your turn, reload any loose discs into the shooter.

ON YOUR TURN

On each turn you're going to (1) roll the die, (2) shoot the Space Shooter. The youngest player goes first. Play passes to the left.

1. Roll!

WHAT DID YOU ROLL?



If you roll Woody:

REMOVE A GOOD TOY (NOT A JAILED TOY) FROM THE GAMEBOARD for the rest of the game. Place the toy back in the box or off to the side. Great job! Collect one token.



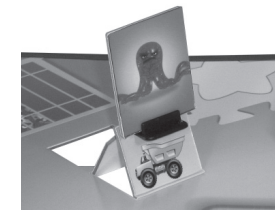
If you roll Lotso:

OH NO! BRING A BAD TOY BACK INTO THE GAME and fit the stand into any empty truck stop space.



If you roll Buzz:

SHOOT!



2. Shoot!

Grab the Space Shooter, aim and fire!

WHO DID YOU KNOCK DOWN?

A jailed toy... (Jessie, Mrs. Potato Head, Rex and Mr. Potato Head)

If you knock down a jail cell, the toy inside is free! Take the toy and the cell off the board and collect a token. Your turn is over.

ONCE YOU KNOCK DOWN ALL FOUR JAILED TOYS – THE GAME IS OVER! ADD UP YOUR TOKENS TO SEE WHO WINS!

A bad toy... (Lotso, Chunk, Stretch and Twitch)

If you knock down a bad toy, take it off the gameboard and collect a token. Bad toys can come back into play if you roll Lotso on the die. Your turn is over.

Note: The same rule applies even if a bad toy is on a truck.

HINT: When shooting, keep the aim of the game in mind. Free the jailed toys and knock down the bad toys (but try not to knock down the other good toys!)

WHO DID YOU KNOCK DOWN?

Any other good toy... (Woody, Hamm, Bullseye and Alien)

If you knock down a good toy, return it to any white space. Give up one token if you have one. Your turn is over.

Any good toy/jailed toy AND a bad toy...

You don't collect any tokens. Return the good toy to any white space. Return the jailed toy to a jail space. Put the bad toy on any purple space. Your turn is over.

FIRING TIP: If discs get stuck in the Space Shooter's chamber, make sure the ON OFF (I/O) switch is in the OFF(O) position, then stick your finger through the hole on the chamber cover and lightly press the discs flat.

3. Ending the game

The game ends when all of the jailed toys (Rex, Jessie, Mr. Potato Head & Mrs. Potato Head) have been set free (removed from the gameboard).

HOW TO WIN

Once the game ends, count up your tokens. The player with the most tokens wins!

WAIT! BEFORE YOU PUT THE GAME AWAY

Gently untuck the truck stop flaps so they lie flat. Fold the gameboard and put all the parts back in the box.

PLAY AGAIN SOON!

BATTERY INFORMATION

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.

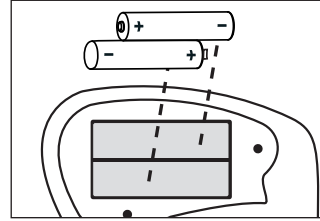
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. **DO NOT USE RECHARGEABLE BATTERIES. DO NOT RECHARGE OTHER TYPES OF BATTERY.**



Batteries must be disposed of separately at your local waste recycling centre. Do not dispose of them in a household waste bin.

TO REPLACE BATTERIES

Make sure the ON/OFF switch on the side of the electronic console is in the OFF position. Then loosen the screw on the battery compartment, located on the underside of the console, and remove the door. Insert two AA-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screw.



© Disney/Pixar.

© 2009 Hasbro. All rights reserved.

Distributed in the United Kingdom by Hasbro UK Ltd., Caswell Way, Newport NP19 4YH. Tel: 00800 22427276.

Distributed in Australia by Hasbro Australia Limited, 570 Blaxland Road, Eastwood, NSW, 2122, Australia. Tel. 1300 138 697.

Distributed in New Zealand by Hasbro NZ (a branch of Hasbro Australia Limited), 221 Albany Highway, Auckland, New Zealand. Tel. 0508 828 200.

Distributed in the USA by Hasbro, Pawtucket, RI 02862 USA.

www.hasbro.co.uk

