**Content:** Game Board, 4 Movers, 4 Mover Bases, 4 Power Dice, 1 Movement Die, 1 Jack-Jack Die, 30 Cards, 5 Rubble Markers, Instructions

**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!

**Instructions:**

1. Pop out all the tiles in the game board and replace them loosely in the holes so the safe sides are showing.
2. 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!
3. Place the three starting Problem Cards face-up on the three spaces of the Problem Track next to the Alarm space.
4. Shuffle the remaining cards and place them in a face-down deck on the Alarm space of the Problem Track.
5. Place the Rubble Markers and Movement Die near the game board.
6. Place the Jack-Jack Die on the space on the game board.
7. 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.

**Ending the Game**
- 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!

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

**Gameplay:**
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!”

**Tiles:**
- Safe Side
- Problem Side

**Problem Cards:**
- Omnidroid Attack
- The Underminer
- Screenslaver

**Visible Characters:**
- Mr. Incredible
- Mrs. Incredible
- Violet
- Dash

**Tiles:**
- Mr. Incredible Power Die
- Mrs. Incredible Power Die
- Violet Power Die
- Dash Power Die

**Rubbles Markers:**
- Discard Pile
- Movement Die

**Resources:**
- www.disney.com
- facebook.com/WonderForge
- twitter.com/wonderforge
- https://wonderforge.com

**Participants:** Ages 6 and Up • 1 to 4 Players • 30 Minutes

**Watch the Video:**
- wonderforge.com/SaveTheDayGame
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 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!

   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!

   If you fixed the problem, turn over the tile in the game board so the safe side is showing. Then slide all the corresponding Problem Cards on the Problem Track to the right and place the new Problem Card face-up on the space closest to the deck.

   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.

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!

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.

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.

Power Symbols
- Strength
- Speed
- Defense
- Agility
- Wild

This side counts as all powers.

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

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.

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. 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 a Mover is on the space, the game is over (see ENDING THE GAME).

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, move it to the new space.

Note: If a Mover is on the space, the game is over (see ENDING THE GAME).

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.

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.

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).

Edna Rescues Jack-Jack
Remove the Jack-Jack Die, then discard.

If the Jack-Jack Die is not on the game board, move it to the new space.

If a Mover is on the space where the Jack-Jack Die appears, move that Mover to an adjacent space of your choice.

Place a Rubble Marker, then discard.

A road has been blocked! Place a Rubble Marker on the corresponding numbered space on the game board 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.

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Edna Cards
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Edna Cards
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